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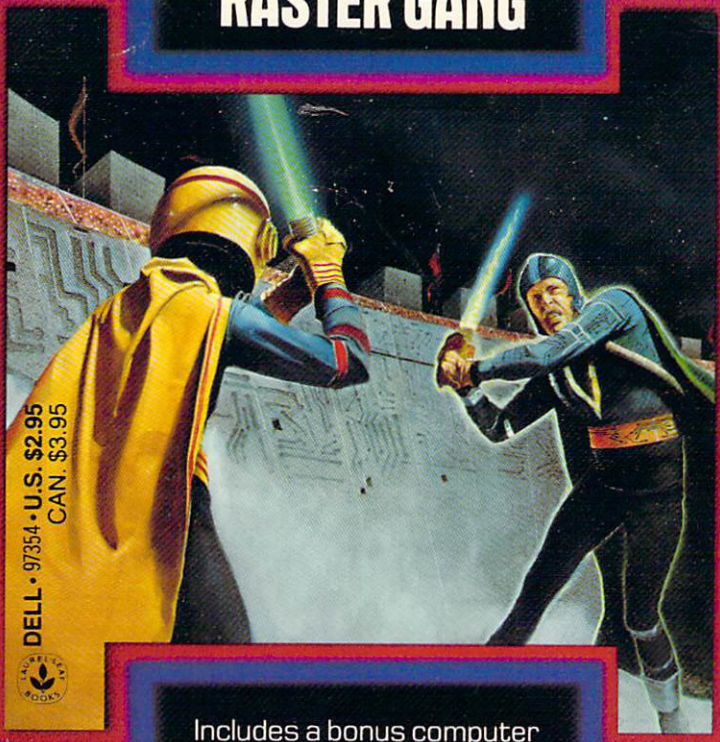
ARCADE EXPLORERS

REVENGE OF THE RASTER GANG



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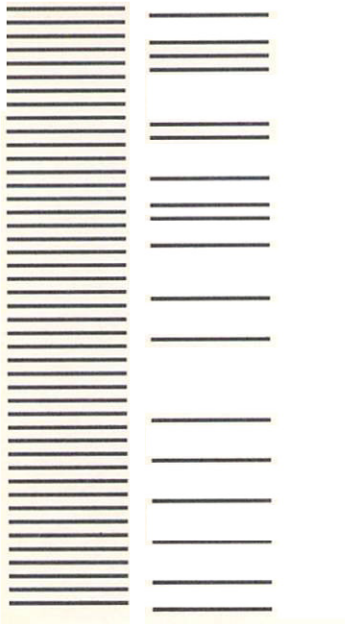
Seth McEvoy and Laure Smith



Climbing out of the cybercycle, you hang on to the edge and struggle to steady yourself against the wind. Vidi flies at the gigamonster's magnetic tongues. He fires a static beam from his eye.

An explosion of sparks pours through the air as Vidi's deadly beam strikes the evil monster. One snakelike tongue pulls away, but two more reach for the cybercycle. Vidi blasts them both and they quickly withdraw. But there are still two tongues holding the cycle. You jab your electrosword into one as Vidi attacks the other.

"Neither tongue will budge!" you cry. "They're pulling us closer to the monster's mouth!" Raising your sword over your head, you slam it down with all your strength and cut the tongue in half.

You slice the last magnetic tongue with your sword as Vidi blasts it with his powerful eye-beam. The tongue falls away and the gigamonster finally retreats.

SETH McEVOY, the game designer, and LAURE SMITH, the author, live in the New York City area.

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REVENGE OF THE RASTER GANG

Seth McEvoy and Laure Smith

Illustrations by Lynn Sweat

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Introduction

Join the Arcade Explorers and discover a new dimension of video game adventure! You'll travel to the land inside your computer and save the kingdom of Venturia from Hex Raster and his evil gang.

You are the hero of this book. You will make choices that will reveal a computer game program so you can create your own unique video game. When you type all the listings into your home computer, you can play the game and determine Venturia's fate.

The computer programs in this book are written in BASIC for the Apple II+, Commodore 64, and Radio Shack Color computers. The program is divided into seven parts. You will make a choice between two different game options for each of the seven parts of the program. This will give you 128 different video game possibilities.

You can input each of the seven parts as you make your choices in the story. Or, if you want to type in the entire program later, you can mark your choices on the Option Sheet on page 128.

Before you do any typing, be sure to read the specific instructions for your computer, starting on page 115.

Of course, you can enjoy this exciting adventure story even if you don't want to use a computer or if you don't have one. Read the story and make your seven choices. Then turn to page 102 and follow the fast-action simulation of the video game finale.

The choices are yours to make.

Can you save Venturia?

THE STORY

chapter 1

Venturia

Inside your computer, the land of Venturia is preparing for the CPU Tournament Games. Spectators pour into CPU Central, the capital city. Competitors get ready for the seven events. The winner will become the next leader of Venturia.

Romiden, the current ruler, is favored to win the games. He and his young daughter, Ramda, arrive at the main arena as the crowd enters the viewing stands.

"The competition is very tough this time," says Romiden, running his fingers through his gray hair.

Ramda looks across the playing field at the tournament warriors. "Father," she says, "you received the highest score in the preliminary Mental Matches, which proves you have the best intellect. You'll win the rest of the games as easily as you always do." She brushes her blond hair to the side. A white bird is perched on her shoulder. He has one eye in the center of his head.

"It won't be that easy," Romiden replies. "I'm getting older."

Ramda tugs at her long striped jacket. "The tournaments test speed of mind," she says. "You've never been beaten. There's no one fast enough."

"I have a strange feeling—"

He's cut short when a voice calls out, "Hurry, Romiden! Max needs your help."

Romiden's gold tournament cape flaps behind him as he rushes into an equipment room. Ramda's pet bird, Vidi, flies off her shoulder as she follows her father. As they race through the door after Romiden, three green figures grab them from behind.

"What's going on here?" shouts Romiden, struggling with his attacker.

"Let me go!" cries Ramda as one of the villains overpowers her.

Vidi flaps his wings and says, "Sorry you will be, if you don't let me free."

One of the men covers Ramda's mouth and says with a snarl, "Don't make a move, Romiden, or your daughter's doomed."

"Hex Raster, you octal ogre!" Romiden shouts, recognizing his attackers. Breaking free, he lunges for the villain.

Hex Raster throws him to the ground. Digging a boot into Romiden's back, Hex growls, "I've got you now, Romiden. The CPU tournaments are all mine! My men and I have passed the preliminary competition and we'll do anything and everything to ensure my victory. You prevented me from winning before and now you're going to pay! You won't be alive to beat me ever again."

"Even if you win the tournaments this time, no Venturian will accept you as their leader," says Romiden. "I've never been able to convict you, but every Venturian knows how you rob and murder to get what you want."

"I'll force them to accept me," Hex cries.

"Never," shouts Vidi.

Hex scowls at the bird. "I have a brilliant plan. As you know, the winner of the games becomes the keeper of the magic Z-ring. When I possess the ring, I'll use it to alter the master time clock. Then I'll make the Venturians move slower than a nano-inch in a million kiloyears. You'll become living statues. Finally I'll have my revenge on Romiden and all of his loyal followers."

Struggling to free himself, Vidi says to Hex, "Slowed down too you'll be."

"No," says Hex. "My gang and I drank from the forbidden Phosphor Springs. As a result, the Z-clock has no control over us anymore, and we can transcend time and space."

"Venturia you will not rule!" Vidi shouts. In a fit of rage he bursts away from his attacker and charges for Hex Raster.

Drawing his magic lightning sword, Hex slashes at the bird and misses. Vidi shoots a static beam from his single eye. It strikes Hex in the arm, but Hex swings again.

Romiden breaks free and grabs for the gangleader. With one powerful stroke, Hex slashes Romiden with his magic sword. The golden lightning bolt rips through his cape, tearing into his chest. Romiden crumples to the floor.

Punching and kicking, Ramda pulls free. "Father!" she cries, falling to his side.

Vidi blasts a Raster gang member. The beam knocks the villain to the ground. Hex swings his lightning sword at the bird. But Vidi aims his eye-beam and hits the magic blade!

Boom! The room explodes in a blinding flash of light. The blast shakes the room and Vidi tumbles through the air.

Your Room

With your joystick in hand, you prepare for the final shot. Color graphics zoom across your computer's monitor. You aim and hit the fire button.

In one blast you destroy the enemy. Red letters print across the screen: "YOU ARE THE WINNER OF THE VIDEO GAME SWEEPSTAKES!"

Clapping your hands over your head, you cheer. "Hooray, I won my first contest on the Arcade Explorers Network.".

Then another message appears on the screen: "FOR RECEIVING THE HIGHEST SCORE IN YOUR FIRST MULTIGAME SWEEPSTAKES, YOUR NAME WILL BE ENTERED IN OUR HALL OF FAME. YOU ARE NOW THE BEST PLAYER ON OUR VIDEO GAME NETWORK."

"All right!" you shout.

As you stamp your feet, the monitor erupts in a flash of light. Before you can adjust the knob, a fierce wind surges out from inside the screen. It knocks you right off your chair!

You fall on the floor, scattering your books and papers everywhere. Your chair clatters halfway across the room.

The screen explodes again. You cover your face. When the wind stops, you feel something land on your chest.

It says, "Hello below!"

You cautiously open one eye. "What are you doing here?" you ask.

"Vidi I am," says the white bird. "Do you not remember?"

"Of course I do," you answer.

"What I am doing here I know not," says Vidi. "Moments ago the Raster gang I did fight. Romiden was hurt and here I did land."

"Oh, no!" you cry. "What happened? Will he be okay?"

Vidi explains how the Raster gang plans to take over Venturia. "Angry is Hex Raster, because the CPU tournaments Romiden has always won," he tells you. "If this time Hex wins, the master time clock he will slow down. All of Venturia will come to a stop."

Vidi hops to the floor. You sit up and ask, "If Venturia is the land inside computers, and it comes to a standstill, won't all computers on Earth stop working?"

"True that is!" says Vidi.

"Isn't there anything that can stop the Raster gang?" you ask.

"Maybe," he says. "Once you did help us. Again will you come?"

"I don't know if I can," you say hesitantly.

"Remember, in the Digital Dimension is Venturia," says the white bird. "Much faster is our time than yours in the Analog Dimension here on Earth."

"Sure I remember," you answer. "One moment of our time equals days of your time. Won't it be too late once we get there?"

"Questions, always questions," huffs Vidi. "When I am here, the time there moves slowly. Stop your questions because now we must go. First, type these simple words:

"Riders of the light,
From the land of the night,
Will pass through the glass
Of lightning's window."

You input the phrase carefully. When you are finished, Vidi focuses his eye and says, "Now I must digitize you."

A beam of light shoots out from his eye, surrounding your body. A tingling sensation sweeps through you as you are transformed into digital graphic squares. Then you begin to get smaller and smaller.

When you shrink to three inches tall, you climb on the white bird's back. He swoops up off the floor and flies directly toward your monitor. You and Vidi pass right through the glass as colored squares swirl and dance across the screen. Suddenly inside, you spin through the darkness toward Venturia.

CPU Central

All of a sudden you burst into a bright room. Crashing to the ground, you land smack on top of a man dressed in green. You've knocked him out cold!

Vidi lands by your side. That's when you realize you are full size again. "Very smart you are," Vidi says. "On one of the Raster gang you did land."

"Hex Raster's getting away!" Ramda shouts. "Stop him!"

Vidi fires his static beam at the green figure darting through the door, but he misses.

"Let's get him!" you shout.

"No," says Ramda. "Once he's out in the crowd, you'll never find him. We must help my father first. He's been wounded."

You kneel down beside the injured Venturian leader. Ramda

strokes Romiden's head. Looking up, she asks you, "What are you doing here?"

"I came to help," you tell her.

"Nothing can help us now," Ramda replies, shaking her head sadly. "Hex has crippled my father with his powerful lightning sword. The weapon has such evil powers, there's no cure for its wounds. He's unconscious and his life level is dropping fast. He only has ten units of energy left before he dies." She lowers her head.

"The Z-ring," says Vidi. "Magic powers it has. Can it not save him?"

"Yes," says Ramda, "but you know we can't get it until the end of the tournaments. It's locked away in the Venturian Vault. No one can open the vault until the games are over. If my father doesn't compete then Hex Raster will win the games and the magic Z-ring will belong to him. Venturia is doomed!"

"No," shouts Vidi. "Our friend here could win."

"How?" Ramda asks.

"Similar to video games are the tournaments," he says. "This is the best player in the Analog Dimension of Earth. Dressed in Romiden's costume, the difference no one will know."

"You're right!" shouts Ramda. "But we must keep this plan a secret."

"I can win," you assure her.

She carefully removes Romiden's golden cape and helmet. Handing them to you, she says, "Put these on."

You swing the shiny cloak over your shoulders and snap it in place. When you strap on the decorative helmet, it covers your face, though you can still see out.

"I think you should look a little taller," Ramda says. Slowly she pulls off Romiden's boots. "Try these."

You slide into the black boots and stand up straight. "Close," says Ramda. Pulling a green cape off one of the fallen gang members, she advises, "Stuff this padding into your shoulders and you'll look perfect."

Vidi inspects your appearance and says, "Wonderful! Like

Romiden you do look. The games you know not, but well you should do, because of your natural instincts."

"That's true," says Ramda. "Here in the Digital Dimension of Venturia, we must be taught to play the tournament games. They are an important test to determine how well we can coordinate our minds and bodies. But in the Analog Dimension you are born with that skill. You call it instinct. This skill will allow you to compete equally with the highly trained tournament warriors."

She claps her hands. "There is hope after all. Let's hurry, the games will begin soon."

Straightening your cape, she says, "There are seven tournament competitions. When you win each of the first six games you will receive a micromedal. These medals will be used in the final game, so you must collect all six."

Ramda reaches into Romiden's pocket and pulls out a little silver square. Digging into the pockets of the two unconscious Raster villains, she recovers two more. Examining them, she says, "Perfect. We've got both kinds."

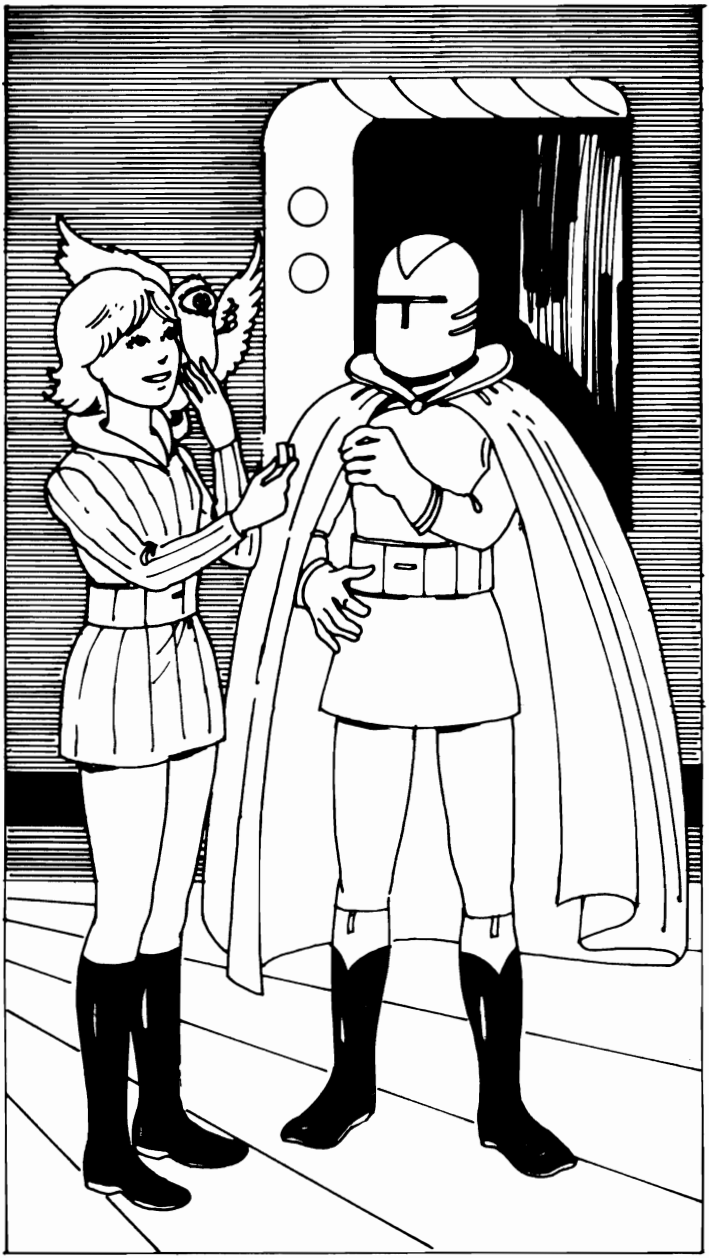
She extends her palm. "These are the micromedals," she says. "All the CPU warriors chose one when they passed the preliminary Mental Matches. Your choices will determine the design of the final tournament game."

"What's the game about?" you ask.

"It's called the Terminal Test. Using a remote-control terminal, you will pilot a vehicle called a vibrovan. You must guide the van through a swiftly moving obstacle course that contains many objects. Some of the objects are dangerous and others can help you. You must survive the course in the allotted number of binary minutes or you will lose. You alone will determine how the Terminal Test operates."

"How do I do that?" you ask.

Ramda says, "When you arrive at each tournament event, you must choose between two different games. The winning micromedals of each game will contain data that will determine what the obstacle course will look like and what will happen in it. The other warriors made their first choice



when they completed the preliminaries, so you must choose whether you want the Terminal Test to contain AC rivers or DC tunnels."

"What's the difference?" you ask.

"The AC rivers run horizontally on the screen. If you enter one, you'll be carried to safety, but you won't know which way the river flows. DC tunnels will also carry you to safety, but you'll go in the tunnel and reappear in a completely unknown direction up to ten spaces away. You must decide now."

You carefully consider how you want to play and make your choice.

If you have a computer, type in the first part of your program:

Commodore owners turn to page 130.
Apple owners turn to page 146.
CoCo owners turn to page 162.

When you are through typing, continue the story by turning to Chapter 2 on page 20. Be sure to mark your choice on the Option Sheet on page 128.

If you aren't using a computer:

Continue the story by turning to Chapter 2 on page 20. Be sure to mark your choice on the Option Sheet on page 128.

chapter 2

You slip the silver medal into your pocket. Ramda places her hand on your padded shoulder. She looks into your eyes and says, "Only you can save Venturia."

"I will!" you answer.

From behind you, a voice shouts, "There you are, Romiden."

Ramda turns. "Max, come quickly," she calls.

Dressed in a black and white checked military coat, the muscular man approaches. He stands three feet tall. "Romiden," he says, stepping in front of you, "I want to report that—" Suddenly Max spots the real Venturian leader lying on the floor. "What's going on here?" he barks, drawing his digital pistol.

Ramda raises both hands and says, "Stop! Everything is okay."

You pull off your helmet.

"It's you!" exclaims Max. "What are you doing in Romiden's tournament costume?"

"Hex wounded my father with his magic lightning sword," says Ramda. "His life level is dropping fast. Only the magic powers of the Z-ring can save him. Our friend will take his place in the tournament games."

Turning to Max, you say, "I'll win the competitions and secure the Z-ring."

Raising his fist into the air, Max shouts, "My Snidar patrols will be policing every inch of the tournament grounds. We'll catch that electrovillain!"

"No, Max," says Ramda. "What Hex has done to my father must be kept a secret. If you arrest Hex, it will appear as though my father wants to eliminate his competition. Everyone knows of their bitter rivalry."

Max says, "That's a mild way of describing how he and his gang have tried for kiloyears to cheat and steal the tournament title." Max straightens his big black hat. An insignia on the hat says CPU.

Ramda kneels by her injured father. "Max," she says, looking up. "This plan is our only hope, and it must remain a secret or it will fail. If Hex wins, you know he'll destroy Venturia."

Max looks you straight in the eye. "You saved us before," he says. "We know you can do it again. Beware of the evil Raster gang. They are all dressed in green capes and silver helmets."

"I'll look out for them," you say. "They won't stop me!"

Max promises, "I'll help you all I can."

"Ha!" squawks Vidi. "I know not what you can do with one foot in your mouth and tripping over the other one."

Max scowls at the white bird. He says, "Snap it shut, you brainless bag of binary bones."

Ramda frowns at them both. "We can't waste any time on your usual bickering," she tells them.

All of a sudden you hear loud music from outside. "What's that?" you ask.

"The games are about to begin," Ramda says. "You must join the other CPU warriors quickly or you'll be disqualified."

"I'll have someone take you," says Max. Turning to the door, he shouts, "Pixer, Poke, come here immediately."

Two small figures enter, dressed in the same checked coat as Max. Their big black hats nearly cover their eyes.

"Ramda," Max says, "I'll help you move your father to a safe hiding place while my niece Pixer and my nephew Poke take our friend to the starting lineup."

The two little twins rush to Max. They're so tiny they only reach up to his shoulders. "Pixer and Poke will assist you during the tournaments," he tells you. "They're experts on Hex and his gang." Max gives them their instructions and swears them to secrecy.

Pixer says, "I know everything about those nasty Raster crooks. I'll stop them."

Playfully tapping the brim of Pixer's hat, Poke says, "You always forget me. I know as much about the Raster gang as you do!"

"Yeah, I guess," Pixer agrees, crossing her arms.

"Get moving, you two," orders Max. "The tournament's about to begin."

As you follow them out the door, Ramda shouts, "Good luck! Wait! I forgot to tell you the password phrase."

"What is it?" you ask.

"Remember the poem Vidi used to enter Venturia?"

"Sure," you say. " 'Riders of the light, from the land of the night, will pass through the glass of lightning's window.' "

"Good memory," she says. "Use that phrase as a password to prove it's you who's inside my father's costume and not an impostor planted by the Raster gang."

"I will," you tell her.

Stepping through the door, you enter a huge square arena. It's filled with Venturians waving colored flags. You see the tournament warriors circling around the track. Spectators fill the viewing stands on two sides of the white arena structure. Giant scoreboards and viewing screens fill the other two sides. The top of the arena is open and trimmed in a digital stairstep design. Hundreds of rectangular flags fly along the top edge of the arena.

You straighten your golden cape and proudly join the procession of warriors. The 192 competitors file around the arena. They're all wearing brightly colored capes, beautifully decorated with ornate square-shaped designs. Their elaborate helmets are all different shapes and colors.

Joining the procession, you, Pixer, and Poke look closely

for the Raster gang. Suddenly Pixer grabs you by the arm and says, "There're two gang members up ahead. Go this way."

"No!" shouts Poke. "I see three more over there. Keep moving around the arena with the others and we'll be okay."

"There are two more behind us!" Pixer exclaims. "Oh, no, we're surrounded!"

"Look out, two Raster villains are moving toward us," Poke warns you in a low voice.

"I've got an idea," says Pixer. "Follow me."

She slips through the crowd of warriors and heads for the side of the arena. You and Poke follow close behind.

"See the flag seller's cart up ahead?" she asks. "It belongs to my friend Resi. I'm sure she'll help us."

"How?" you ask.

Pixer explains, "When you reach the cart, duck down behind it. Hide there until the procession passes. Then jump onto the end of the line."

"Great," you say. "Then they can't sneak up on me!"

"Exactly," Pixer agrees.

"Hurry," says Poke. "Those two Raster rats are gaining on us."

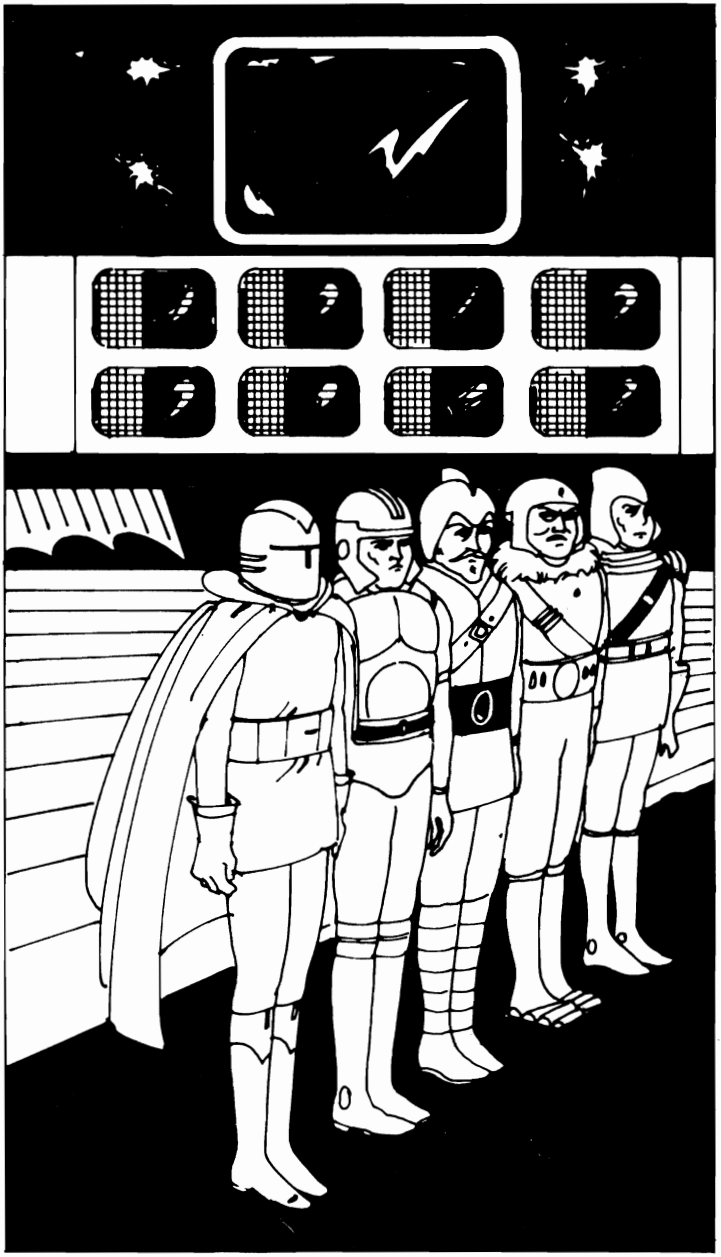
You quickly head for the silver cart filled with multicolor flags and slide up next to the cluttered stand. Poke says, "Now!"

With one swift step, you dart behind it. Poke whispers to Resi who nods in agreement. Opening a door on the back of the cart, Resi says, "Get in here where you'll be safe."

As you squeeze inside, she says, "I'll push you to the starting line. When we get there, you can leap out and stand at attention with the other warriors."

Silky flags cover your head in the darkness. The loud procession music shakes the metal container. Just as you start feeling stuffy in the cramped hiding place, the door flies open. "Let's go!" Poke calls in to you.

Just as the music stops, you join the tournament competitors lined up in straight, even rows. The announcer's deep



voice fills the arena. "Attention all Venturia! The CPU tournaments will now begin. The warrior who completes all six games with the highest total score will receive the Z-ring and become the next leader of Venturia."

The crowd cheers and everyone waves colored flags. When the fanfare stops, the announcer continues. "There will be seven events. The warriors will rotate around to the different tournament locations. Follow the schedule on the scoreboard above. The first-, second-, and third-, and fourth-place winners of the first six events will each receive micromedals. These medals contain data that will determine the structure of the final competition. This competition is the Terminal Test, which is a remote-control obstacle course.

"In the six events before the Terminal Test, each warrior must choose between two games. The micromedal data for the winners of these two games will be different. As a result, which game each warrior chooses will determine the weapons, landscape, and operating details of the Terminal Test obstacle course.

"For those scheduled to compete in the arena in the first events, the two game choices are Byte Ball and Data Tennis."

You look for Romiden's name on the scoreboard. "I stay here in the arena for the first event," you say to yourself.

The announcer continues. "The Terminal Test landscape is filled with deadly electrorocks. Your vehicle must avoid the electrorocks at all costs. If you choose to play Byte Ball, the micromedal you receive will give your vibrovan the ability to leap over the electrorocks. The micromedal you receive if you play Data Tennis will allow your van to blast electrorocks out of the way.

"All those who wish to play Byte Ball go to the left end of the arena. Those who wish to play Data Tennis meet on the right side of the arena. All others check the scoreboard and report to your assigned events."

You think carefully about which option you want on your Terminal Test obstacle course.

If you choose Byte Ball, turn to page 27.

If you choose Data Tennis, turn to page 31.

Be sure to mark your choice on the Option Sheet on page 128.

chapter 2a

Pixer and Poke run to your side as the warriors head for the playing fields. "Raster gang members are everywhere," Poke reports.

"I've spotted about thirty," adds Pixer. "Their bright-green capes make them easy to spot."

"Uncle Max has his Snidar patrol watching them," says Poke. He points to small guards standing at attention around the arena. Their black military uniforms fit snugly on their muscular bodies. They wear the same black hat as Max. Poke brags, "My Uncle Max is the toughest Snidar of all."

"I thought you said you were tougher than Uncle Max," teases Pixer. Poke blushes and sticks his toungue out at her.

Nervous and anxious for the games to begin, you ask, "Have either of you seen Hex?"

"Not yet. He must be assigned to another event in this round," Poke answers as you approach the Byte Ball courts.

The scoreboard and viewing screen rise to the top of the arena. Eight game grids are lined up on the wall below. Each grid is ten squares across and ten squares down.

A tall silver machine rolls past and you ask, "What's that strange-looking tin can? Why does it have a barbell across the top?"

"That's one of the robot referees," Poke explains. "I wouldn't

make jokes around it. They keep score and judge each game. Believe me, they're tough."

Suddenly the odd-shaped machine spins its barbell-like globes. In a mechanical voice it says, "The Byte Ball grid assignments are listed on the viewing screen above. All warriors must now register and take their places."

"I'll sign you in," says Poke. He runs to the referee.

"Just watch the others," Pixer says. "You'll catch on fast. If you let a static ball hit you, it'll give you a terrible shock." Then Pixer joins Poke outside the playing area.

You check the scoreboard listings and see that Romiden is assigned to grid number 3. Then you position yourself ten feet in front of the game board. A blue-costumed warrior steps up beside you and bows.

This must be my opponent, you think. Thank goodness he's not part of the Raster gang.

The referee rolls by. "You must align four static balls in the Byte Ball grid square," it announces. "The first four players to do this, using the fewest number of squares, will win and proceed to the next event."

You adjust Romiden's golden helmet on your head. The announcer continues, "Your static balls are in the rack in front of you. They are dangerous, so handle them carefully with your bytepaddles."

You glance at the other warriors and see them slipping their hands into large silver scoops. Those must be the bytepaddles. You put your own scoops on as the referee says, "All warriors raise your left hand. At the countdown, the buzzer will sound and the games will begin."

You hold your arm high and get ready to play.

"Eight . . . seven . . . six . . . five . . . four . . . three . . . two . . . one!" *Buzzzz!*

You leap for your red static ball. It's about the same size as a softball, but it crackles and sparks as you scoop it up. Your opponent throws his black ball into the air with one scoop and bats it with the other. The ball leaves a trail of light behind it as it lands on the grid. Then you toss your ball up

and smash it into the game board. Wham! Sparks fly as it locks into place.

The crowd in the arena goes wild! They cheer and shout and wave their colored flags. The huge viewing screen displays all the action.

Meanwhile, the other fourteen warriors are working fast to gain points. With a burst of speed, you throw another ball at the grid. Then, miraculously, you land three in a row.

Suddenly something whizzes by your head! A static ball hits one of the competitors just beyond you. She groans in pain but keeps on playing.

You spot Poke on the sidelines jumping up and down. He's pointing to a Raster warrior in green. As you carefully line up your last ball, the gang member slams three static balls right at you! You duck fast and jump to the side. Two more come rolling at your feet. Jumping up as high as you can, you dodge them both and throw your winning shot.

"Four in a row!" you shout. The crowd stands and cheers.

The robot referee rolls to your side and says, "Romiden has won the first-place micromedal." It extends a silver disc, which you take from its gripper. "Congratulations, Romiden," it tells you. "This will give your Terminal Test vehicle the ability to leap over electrorocks. You may now proceed to Robot Racing."

Pixer and Poke run toward you. "Hurray!" shouts Pixer, tugging at your arm.

"The Snidar patrols captured the warrior who attacked you," says Poke. "That's one less Raster gang member to worry about."

"Great!" you reply. "Now how do we get to Robot Racing?"

"That's on the other side of the capital," Pixer tells you. "There are lots of dynabuses waiting outside the arena. They're special vehicles for transporting warriors and spectators to the tournament sites around the city."

"Let's go!" Poke cries. He rushes for the exit with you and Pixer following close behind.

If you have a computer, type in the second part of your program:

Commodore owners turn to page 132.
Apple owners turn to page 148.
CoCo owners turn to page 164.

When you are through typing, continue the story by turning to Chapter 3 on page 36.

If you aren't using a computer:

Continue the story by turning to Chapter 3 on page 36.

chapter 2b

Two Raster villains appear nearby. "They look like trouble," you say, pointing to them.

Pixer and Poke rush toward you. "Follow me," Poke orders. "We'll dodge through this sea of lurking disaster."

"At least their bright-green capes make them an easy mark," Pixer tells you. "There are gang members swarming all over the place! I've spotted about thirty already."

"What about Hex?" you ask.

"No sign of him," she replies, "Uncle Max has his Snidar patrol at every corner of the tournament grounds. They'll spot him."

"Are those the Snidars?" you ask, pointing to the small guards patrolling the arena. They're wearing the same kind of black hat as Max. Their muscular bodies fill out their black military uniforms.

"Yep," says Pixer proudly. "I want to be one when I grow up."

"I thought you wanted to win the CPU tournaments when you grew up," Poke teases her.

"Maybe I'll do both!" snaps Pixer.

She points to eight black squares on the wall below the big scoreboard. Each one is three feet square. "Those are the

Data Tennis courts," she tells you. "When the game begins, those squares will move back and forth quickly."

Poke pushes between you and Pixer to say, "You'll have to throw your ball onto the squares and bounce it back to your opponent."

"Are you kidding?" you cry. "That's going to be hard."

"It sure is!" he answers. "The worst part is, the data balls are electromagnetic. If they hit you, they'll hurt like crazy."

As the warriors assemble, a metal machine rolls past you. "That looks like a giant can of soda pop," you remark. "What's it carrying on top? Two bowling balls at each end of a stick?"

"Don't make jokes—it might hear you," warns Pixer. "That's one of the robot referees. They keep score and judge the games."

"Don't make them mad," adds Poke.

Suddenly the silver machine lights up and spins its globes. It says, "All warriors must now register and report to their Data Tennis courts."

"I'll sign you in," offers Pixer, running over to the referee.

"If you watch the other warriors," Poke explains, "you'll learn how to play the game."

"I'll catch on fast," you tell him, full of confidence.

Checking the scoreboard, you find Romiden's name. "There it is!" you exclaim. "I'm assigned to court number four."

"Good luck!" cried Poke, joining Pixer outside the playing area.

You position yourself in front of the Data Tennis court. A Raster gang member slides into your opponent's position. He gives you an evil grin, but you just ignore him.

"Attention all warriors!" the referee announces. "You must toss your ball onto the moving data court so that it bounces back to your opponent. If you miss the court or fail to return four shots, you will lose the game. The first four players to beat their opponents will win the round and proceed to the next event. Your neutron gloves and magnetic whip are in the tray in front of you."

Grabbing his equipment, your evil opponent snaps his whip in your direction. "You're through, Romiden," he says with a growl. "Hex will win the tournament this time."

You put on your thick neutron gloves. "Never," you say to yourself as you grasp the magnetic whip firmly.

"All warriors raise your right arm," calls the referee. "After the countdown, the buzzer will sound and the games will begin."

The data courts start moving back and forth. The huge viewing screen lights up, displaying each court to the spectators. The crowd begins to cheer and wave their colored flags.

"Eight . . . seven . . . six . . . five . . . four . . . three . . . two . . . one!" *Buzzzz!*

Your opponent throws his ball into the air. He grabs it with his magnetic whip and snaps it toward the moving court.

The ball shoots back. You rush forward, snagging it in your whip. On your return the ball bounces off the court and the evil gang member misses! Sparks fly everywhere when the ball crashes to the ground.

You can hear the crowds cheer as you prepare for your next shot. But before you can throw it forward, the evil warrior cracks his whip at your data ball. It falls to the ground and the scoreboard records it as a miss on your side.

He serves another ball and you get ready to return it. In a flash he snaps his whip, wrapping it around your legs. You struggle to break free, but you can't get away!

The data ball hits the court and bounces toward you. The warrior shoves you to the ground, but somehow you get up just in time to make your shot. He returns it like a pro and you miss the target. But his next serve fails to strike the court.

It's your serve but you overshoot, losing another point. Now the score is 3 to 2. One more miss and you are out!

Desperate to make you lose, the Raster warrior swings a data ball over his head and throws it straight at you! You lunge to the side and dart out of the way. The electromag-

netic ball lands on a player in the next court. She howls in pain but successfully returns her own shot.

The score is 3 to 3. None of the competitors has finished yet. Time is running out! With all your strength, you smash the ball into the court. It flashes back and flies right past your opponent.

"I win!" you scream. "I win!"

Enraged, the Raster warrior pitches another data ball at your face. You duck quickly and throw one of yours to meet it. The two balls smash together and explode in a shower of sparks, striking the gang member. He falls to the ground, writhing in pain. Two Snidar patrol officers arrive to drag him away.

Pixer and Poke dance with joy on the sidelines as the referee gives you the winning micromedal. "Romiden," he says, "this first-place medal will give your Terminal Test vehicle the power to blast electrorocks out of the way. Robot Racing is the next event. Good luck."

Running toward you, Pixer says, "The dynabuses are waiting to take us to the racecourses. They are special buses for taking the warriors and spectators to the tournament sites around the city."

"Where are they?" you ask.

"Just outside the arena," answers Poke. "Follow me!"

He speeds toward the exit as you and Pixer follow.

If you have a computer, type in the second part of your program:

Commodore owners turn to page 132.
Apple owners turn to page 148.
CoCo owners turn to page 164.

When you are through typing, continue the story by turning to Chapter 3 on page 36.

If you aren't using a computer:

Continue the story by turning to Chapter 3 on page 36.

chapter 3

As you pass through the arena exit, Ramda approaches with Vidi on her shoulder. She asks, "Who are you?"

"It's me," you answer immediately.

"Who are you?" she repeats.

"Oh, right, the password phrase." You begin, "I'm the rider of the light."

"Where did you come from?" she asks.

"From the land of the night," you answer.

She places her arms across her chest and continues, "How did you get here?"

"I passed through the glass of lightning's window," you tell her, completing the code.

"I'm so glad it's you!" Ramda exclaims and then sighs with relief. "I was afraid you'd been captured by Hex Raster or one of his men."

"Not a chance," says Poke, pushing up the brim of his big black hat.

Pixer adds, "Our friend here fought off a nasty Raster attack and won a micromedal."

"Nice going," Ramda says. "We're one step closer to saving my father's life."

"Very good indeed," adds Vidi.

"Will he be able to survive until we get the Z-ring?" you ask her.

"I hope so," she replies softly, shaking her head wearily. "His life level has dropped to nine units and he's very weak. We moved him to a secret hiding place."

Turning to Pixer and Poke, she says, "Your Uncle Max has a special assignment for you two. He wants you to meet him now at the south exit of the arena."

"But we have to go to the next competition!" Pixer protests.

Placing her hand on your shoulder, Ramda winks. "I'll take *my father* to the robot racecourse," she says with a smile.

"Hex and his men are everywhere, so be careful," warns Pixer, grabbing Poke by the arm.

As Pixer drags him toward the arena, Poke yells, "Kick one of those nasty Rasties for me!"

"I'll do better than that," you promise. "I'll bring one back here for you to do it yourself."

Playfully shoving each other, the twins disappear inside the arena.

Turning away from the arena, Ramda says, "The best way to get to the next event—" when suddenly a fiery red ball flies past your head. You jump to the side just in time!

"Raster attack, this is," cries Vidi, flying into the air.

"They're after us," Ramda shouts. "Head for the dynabuses straight ahead!"

Narrowly dodging two more shots, you race for the long flat vehicles. Their sleek white surfaces are trimmed with gold.

Three gang members charge toward you, firing more deadly red balls. Ramda dives for the first dynabus and flings the door open. She and Vidi jump in and you follow just behind. You slam the door shut on the evil warriors.

Ramda switches on the automatic driving controls. The vehicle rises up off the ground and shoots forward. The rest of the bombs explode against the side of the bus.

The attackers rush to the second bus and jump inside. You

see them struggling with the controls, but they can't get the bus started. You relay this information to Ramda.

She makes a sharp right turn and says, "If they figure out how to operate that bus, they'll catch up before long. Hang on, we're in for a rough ride!"

You're thrown back in your seat as the bus flies straight up in the air and over a row of buildings. Then it dives under a bridge and speeds down a long, narrow street.

"That should lose 'em," she remarks with a little laugh.

"Where are we going?" you ask after catching your breath.

"Robot Racing is on the other side of town," she answers. "CPU Central is a pretty big city!"

Through the narrow windows you see green and white buildings everywhere with unusual shapes and strange decorations on them. Some are square and tall, while others are flat and rectangular. Several buildings have digital stairstep structures that create intricate patterns. Many are covered with gold lines that weave right-angle designs on the walls.

Maneuvering the sleek bus through the streets, Ramda turns and call out, "We're almost there. The CPU robot racecourse is just a few hectoblocks away."

"What does CPU stand for?" you ask.

"The story behind that is the most important event in our history," explains Ramda. "Many kiloyears ago Venturia was a barren wilderness. Our ancestors came here to escape from the evil Decimal Kings."

"What are Decimal Kings?" you interrupt to ask.

"Cruel and ruthless they were," chimes Vidi.

"That's right," Ramda continues. "They were the evil rulers of the old Arithmetic Empire. In their thirst for power, they forced millions of people to become numeric slaves."

"Why?" you ask, looking back to see if the Raster gang is following. You see nothing behind you.

"They forced my ancestors to add, subtract, multiply, and divide billions of figures in search of the *ultimate prime number*. If they found this magic number, it would give the

evil kings the power to live forever. One day a brave band of slaves escaped and came to the wilderness of Venturia. They started their own kingdom and formed the CPU. It stands for 'Commonwealth of Public Unity.' Its purpose is to stop brutal enslavement by finding new and better ways to calculate data."

Ramda turns and looks at you. "You're my only hope," she says. "You've got to save my father and ensure the future of Venturia. If Hex Raster wins the tournaments, it will be the darkest day in our history."

"I can do it," you tell her confidently.

With one swift turn, Ramda swings the bus to a halt. "This is it," she announces, motioning for you to follow her outside. She stops in the doorway for a moment. "Take this weapon. We may run into more trouble," she warns, handing you a slim blue tube.

"What's this, a toothbrush holder?" you joke.

"It's a multiweapon," she explains. "It's identical to the kind of weapon the Raster gang carries. Twist the knob and it will change into a sword, whip, or dart gun."

"This should come in handy," you reply as you slip the tube inside your cape.

Ramda cautiously moves toward the front entrance of the racecourse, and you follow close behind. You secure the snaps on Romiden's gold cape and adjust his helmet so you can see through the slot across your eyes. Straightening your back, you walk as tall as possible so no one will suspect that you are not Romiden.

Ahead you can see an elaborate golden fence surrounding the two racetracks. Festive music fills the air as warriors and spectators move through the grounds.

"Giant Robot Racing is on the right," Ramda explains, "and mini Robot Racing will take place on the left."

"Raster alert!" cries Vidi.

"Look out! Hex is here!" shouts Ramda, ducking behind a dynabus.

"Where?" you whisper, following her behind the bus.

"At the front entrance," she answers in a low voice. "He and two of his Raster villains are waiting for us."

"Get past them we must, to get inside," says Vidi.

Suddenly the music stops. An announcer's voice says, "All warriors choose your event immediately!"

"We have to get inside before the games begin!" Ramda says frantically.

Vidi flies up in the air and returns a moment later. "Gone is Hex," Vidi whispers. "Two villains remain."

"We'll fight our way past them," you assure your friends.

"That's the spirit," Ramda tells you, slapping you on the back. "Get your multiweapon ready and let's go!"

You pull out the slim tube and set it for electrowhip as you and Ramda race toward the entrance. The Raster warriors spot you and fire electrodarts.

You swing your whip at the villain on the right. When it wraps around his legs, you yank it hard. He falls to the ground with a crash.

Ramda blasts the remaining villain, hitting him in the leg. Dropping to his knees, he raises his weapon for another shot. But Vidi destroys the weapon with a deadly blast from his eye. The warrior turns and limps into the crowd.

As you both run through the entrance, Ramda asks, "Which event do you want, giant Robot Racing or mini Robot Racing?"

"What are the differences for the Terminal Test?" you say.

"Besides electrorocks, the Terminal Test also contains deadly negabeasts, which will follow you wherever you go. If you enter giant Robot Racing, the micromedal you receive will let you drop bombs around your vehicle. If any pursuing negabeasts hit a bomb, the beasts will explode. The micromedal for mini Robot Racing will let you blast the negabeasts out of your way."

You quickly analyze the difference and make your choice.

If you choose giant Robot Racing, turn to page 43.

If you choose mini Robot Racing, turn to page 47.

Be sure to mark your choice on the Option Sheet on page 128.

chapter 3a

"Look! The warriors are all lining up," Ramda says, pointing across the rectangular raceway.

You run toward for the starting position and see sixteen huge black robots on the track. They have big metal claws for hands and pointed spikes on their feet and chest.

"My favorite event this is," Vidi tells you.

"Why?" you ask.

"Rough and tough is this game," he answers.

"Good reason," you reply. A robot referee rolls up to you. "I want to compete in this event," you tell it.

It flashes its lights and says, "Report to remote-control station seven on the left wall of the track."

Leaning over, Ramda coaches you, "The hand controls that operate the robots are just like ones on the video games you have in the Analog Dimension. Use them to move your robot around the racecourse."

Glancing at the powerful-looking machines, you remark, "The hands and feet on those things look like lethal weapons."

"That's the idea," Ramda explains. "You'll use the remote controls to race them around the track and knock the other robots out of your way. The last robot remaining will win."

"You that will be," cheers Vidi, hopping up and down on Ramda's shoulder.

Positioning yourself in front of station seven, you say to Ramda, "This sounds like a combination of boxing and roller derby!"

"There's Hex Raster!" Ramda shouts, pointing down the track.

To your left you see the evil leader sliding up to his control station. He snarls at you and says, "I don't know how your wounds have healed, but I'm going to beat you now."

You laugh right in his face as the announcer begins the countdown.

Crossing her fingers, Ramda whispers, "Good luck." She and Vidi take their places in the viewing stands while you examine the controls.

Gripping them in each hand, you prepare for action. A buzzer sounds and all the robots start moving. They pick up speed as the battle begins. Moving down the rectangular track, their massive bodies look powerful and vicious.

One of the warriors reaches her robot's arms into the air and slams another robot to the ground. It spins into a wall and loses an arm. Struggling back into the race, the one-armed robot kicks another competitor's machine, causing it to crash into the two in front. All three tumble onto the track and explode. Mechanical legs and arms fly through the air.

Your robot dodges around the debris and races after the others. The referees quickly clean up the mess.

Hex's robot tries to grab yours. You drive around two robots to escape his evil clutches. Two more robots crash into each other and spin across the ground.

Here comes Hex around the side, slamming his black machine into yours! He punches a hole in your robot's side. Oil pours onto the track. Three robots try to dodge across the slippery mess. One spins away, but the other two explode against the wall.

Your wounded robot is unsteady, but you expertly drive it out of danger. Hex tries to strike again, but this time you swing your robot's claws and pull off his machine's arm. Hex's robot loses its balance and crashes right into another one!

Hex struggles and gets back into the race, but the other robot is carried off the track. Oil pours out of your robot, but you skillfully keep it moving around the course.

Suddenly a three-way crash explodes across the track in front of you. Dodging around the mess of robot parts, Hex slams his machine into yours. With all your might, you pull the controls and break free.

Now four robots are left in the game. You glance at the scoreboard. "I'm in fourth place," you say with a groan. "Hex is first."

With steely determination you charge for the last three machines. One grabs your robot by the head and punches out an eye. Angrily you retaliate by crashing into its shoulder and smashing it to the ground.

"Two more to go!" you cry, gripping the controls. The scoreboard moves you into third place but Hex holds the lead. With one eye missing and losing oil, your robot is hard to maneuver. Using every trick you can think of, you keep it going.

Hex's robot grapples with the second-place contender. You drive your machine into them, ramming them both into the wall. One blows up, but Hex thrusts his robot's arm out and slams yours to the ground. You struggle but your robot won't move.

"It's over, Romiden," Hex yells. "I win this one! And I'll win them all."

The referee rolls onto the track. "First place goes to Hex Raster," it announces. The crowd boos as the evil villain raises his arms in victory. The scoreboard lists the points of every warrior. You've earned second place in this event.

Ramda rushes through the crowd. "Don't worry," she tells you. "You'll beat him next time. At least you got a second-place micromedal, enabling you to go on to the next event."

"Where do we pick it up?" you ask, unhappily shaking your head.

"Here comes the referee with it now," she answers.

The robot rolls up and hands you the medal. "Romiden,"

it says, "this will give your Terminal Test vehicle the ability to drop bombs on the negabeasts."

"I wish I could do that to Hex Raster!" you yell.

"Ha!" Hex shouts from behind you. "You'll be lucky if you get to the next event in one piece."

"You'll never stop me!" you cry in your deepest voice. Swinging your cape into the air, you stride off the racecourse.

If you have a computer, type in the third part of your program:

Commodore owners turn to page 134.
Apple owners turn to page 150.
CoCo owners turn to page 166.

When you are through typing, continue the story by turning to Chapter 4 on page 51.

If you aren't using a computer:

Continue the story by turning to Chapter 4 on page 51.

chapter 3b

"Mini-Robot Racing is my favorite event," Ramda declares, stroking Vidi's back. She leads you to the square track.

"Why do you like it?" you ask as you look out at the crowd.

"Those little robots maneuvering through the Memory Matrix can be really exciting," she replies. "You never know what will happen next."

"What's the Memory Matrix?" you ask her.

"See the racecourse up ahead?" Ramda points to the square track. "There's a grid around its surface."

"I see. And I can see numbers inside four lanes of squares," you say. "Hmm, looks like a lane of ones, twos, threes, and fours. What are they?"

"That's the Memory Matrix," Ramda explains. "You'll guide your robot through the squares by remote control." She shows you a group of individual monitors along the wall of the track. "When you start at each corner of the course, the monitors will flash an eight-digit number on the screen. You'll have to memorize it quickly. Then use the hand controls to guide your mini-robot through the matrix squares that coincide with each of the numbers. When you get to each corner of the track, you'll receive another number."

"That sounds kind of like a silly children's game we call hopscotch," you tell her.

"Dangerous this game can get," Vidi replies.

"You better believe it," Ramda adds. "The robots have to jump from lane to lane down the track. If two robots land on the same square at the same time, watch out! You'll have to use all of your video game skills to battle for control of the square. Sometimes there are so many battles that only one robot makes it around all four sides of the racecourse."

"No problem. I'll get to the finish line," you tell her confidently. You sign in and the robot referee tells you to position yourself at remote-control monitor three.

Vidi turns to you and squawks, "Hex Raster I see!" pointing to the evil gang leader.

Hex spots you through the crowd and laughs. "I don't know how your wounds healed," he says, sneering, "but I'll beat you now, Romiden." You decide to just ignore him and turn away.

At the starting line you see sixteen miniature robots. They look like basketballs with giant feet. Their six arms stick out like spikes around their little gray bodies.

The spectators yell and cheer as the warriors line up their mini-robots.

Ramda wishes you good luck before she and Vidi go to the viewing stands. The starting buzzer sounds. The announcer begins the countdown.

Your monitor lights up. There's your first eight-digit number: 43221344. You memorize it as fast as you can before the screen goes blank and the round robots begin to move.

Instantly a brutal traffic jam forms on the first two rows as the mini-robots fight for position. One robot knocks another into the air. It explodes with a bang as it crashes against the wall. Two more smash together and are removed from the game.

You swiftly land your robot onto the fourth square in the first row. As the others move forward, you dodge onto the

second row. On the number-three square, you jump to the next row just before a robot crashes onto you. With quick twists of the hand controls, you dart along the side of the Memory Matrix.

As you leap into the air, Hex rams his little robot into yours. It loses its balance and spins to the side. Jerking the controls, you rescue your machine before it explodes against the wall. Hex's mini-robot races ahead and you dart after him.

When you successfully complete the first eight rows, another number appears on your monitor. You quickly memorize it and charge down the second side of the racecourse.

Two robots leap for your position, but you jump to the next row as they collide into each other. Their mechanical bodies explode into a million pieces. The flying debris knocks two arms off your machine, but you've still got four left.

You move forward, but your robot is a little unbalanced. You tilt to the right to compensate for the loss of the two arms.

When you finish the second eight rows, you receive your third number. Dodging down the track, you slide up behind Hex Raster's robot. With a snap of the controls, you kick it hard and it falls forward. You've knocked off one of its arms.

Hex struggles to keep his machine on the course, but another robot lands on its foot. Though the foot gets bent, Hex stands his robot up and guides it down the track, limping all the way. You race after him. Robots crash and fight for position in front of you.

As you finish the third side of the Matrix, you glance at the scoreboard. "Hex is in first place," you cry, fuming, "and I'm in fourth." Gritting your teeth, you say, "I've got to catch that compucriminal!"

With your fourth number firmly implanted in your memory, you charge after Hex's mini-robot. You land on top of another robot and kick it into the wall. It explodes and you cheer. "Now I'm in third place."

You maneuver through the numbered squares and inch your way into second plate. Jumping on top of Hex's robot, you smash it to the side. Immediately the Raster leader bounces back and knocks you down. But you pick your robot right up and chase after Hex furiously. He slips across the finish line just inches before you.

The crowd boos when the robot referee announces, "Hex Raster is the winner."

Ramda runs to you and says, "Don't feel too bad. At least you've got a second-place micromedal, enabling you to go on to the next event."

You frown and shake your head your head angrily. "I almost had it!"

"You'll catch up next time!" she assures you.

"You bet I will!" you declare.

"Romiden, you'd better bet on losing." Hex snickers. "I'll enjoy defeating you in the end. That is, if you even get to the next event in one piece."

You laugh at his threats as the referee hands you your micromedal. "This will give your Terminal Test vehicle the ability to shoot the negabeasts."

"Too bad I can't shoot Hex with it," you tell Ramda as you exit the racecourse with her and Vidi.

If you have a computer, type in the third part of your program:

Commodore owners turn to page 134.
Apple owners turn to page 150.
CoCo owners turn to page 166.

When you are through typing, continue the story by turning to Chapter 4 on page 51.

If you aren't using a computer:

Continue the story by turning to Chapter 4 on page 51.

chapter 4

"We can walk to the Maze of Math," Ramda informs you. "It's on the other side of the racecourse. If we cut through the dynabuses in the parking area, we'll be there in a flash."

Vidi is perched on Ramda's shoulder. Leaning toward you, he chirps, "The Maze of Math you will like. Its history is very old."

Ramda agrees. "It's the only tournament event carried down from the old Arithmetic Empire. The maze was used by the Decimal kings to train their knights for service in the Numeric Army."

"How does the maze work?" you ask, weaving through rows of parked dynabuses.

"Two game mazes there are," explains Vidi.

"The Maze of Addition and the Maze of Subtraction," Ramda continues. "One is vertical and the other is horizontal. Both have numbers on the maze walls. In each game you'll be assigned a secret tally number.

"In the addition game, you'll collect numeric discs off the walls. The numbers on these discs must total your secret tally."

Vidi shakes his head. "When all sixteen competitors race through the vertical maze, crazy that game can be," he adds.

"Is it dangerous?" you ask.

"Not really," says Ramda seriously. "But try not to fall down. Otherwise you'll be trampled flat and forced to live the rest of your life as a human carpet."

"That might not be a bad line of work," you reply with a laugh. "Is the Maze of Subtraction just as wild?"

"I'm afraid so," she answers. "Because it's horizontal, you won't have ladders to climb, just a confusing tangle of numbered walls. Instead of collecting discs that add up to your tally score, you'll receive eight numeric discs at the start of the game. Then you'll have to match the numbers to the numbers on the maze walls."

"What if someone removes one of my discs?" you ask.

"That can't happen," Ramda explains patiently. "When you place the disc on the wall, it sticks magnetically."

Vidi flies into the air. "This game can be fun, but fast you must think!"

You and Ramda turn past a white dynabus. Warriors and spectators are piling inside, bound for other events. Loaded buses pull into the parking lot as you pass two empty vehicles.

Suddenly Hex Raster jumps out and draws his lightning sword! The golden beam crackles through the air as he swings it over his head. Behind him two gang members prepare to fight. "You're mine now, Romiden," he roars.

You whip your multiweapon out of your cape and shout, "Not without a fight, you Raster fiend."

Your multiweapon creates an electronic sword that slices through the air. The glowing blue coil vibrates as you hold it ready to fight.

Hex raises his sword into the air and his green cape swings to the side. He lunges forward. You crash your weapon against his, and the fight is on! The swords crackle and spark as they smash together. Ramda battles one of the gang members while Vidi attacks the other one with his deadly eye-beam.

Hex charges at you and you whip your sword toward him, the weapons clashing in a brilliant eruption of sparks. But Hex moves closer, pinning you against a dynabus.

"You're finished, Romiden!" He jabs the lightning sword against your chest. A shock of electricity jolts through you.

Meanwhile, one of the gang members knocks Ramda to the ground. Vidi flies overhead and tries to distract Hex. A Raster villain hits Vidi with his sword and tosses him into the air. The white bird tumbles helplessly across the sky.

Hex, preparing to strike again, suddenly laughs in your face. "Good-bye, Romiden," he says with a sneer. All of a sudden you hear loud voices nearby.

"CPU warriors are coming!" shouts one of the gang members. "We've got to get out of here!"

Hex places the point of his sword under your chin. "You won't get away from me next time," he threatens. Turning swiftly, Hex and his men dart out of sight.

"Let's get them!" you yell, helping Ramda off the ground.

"No," she says. "We can't risk missing your next event." She sighs and straightens her blond hair. Vidi wobbles toward her. "Vidi!" she cries, rushing to pick him up.

"Okay I am," he mumbles, shaking his head.

"You sure don't look it," says Ramda, placing him on her shoulder and smoothing down his ruffled feathers. She turns to you. "We have to hurry to the Maze of Math. It's not far."

She leads you out of the parking area, where dozens of Snidar patrols stand along the edge in their black uniforms. Ahead you can see spectators moving into viewing stands. Inside, the seating units are raised up off the ground. They overlook a large square maze. Beyond it you see a vertical maze rising four levels high.

A robot referee announces, "All warriors must choose their event. The Terminal Test landscape can contain either Metal Mountains or Hydrolakes. The micromedal in the Maze of Addition will create Metal Mountains on the Terminal Test's obstacle course. Climbing over a mountain will take extra fuel from your vibrovan's limited supply. If you choose the Maze of Subtraction, your obstacle course will contain deadly Hydrolakes. You can cross a Hydrolake only

after you first find a uniboat. Make your choices and register immediately."

You tighten your golden helmet as you make your decision.

If you choose the Maze of Addition, turn to page 56.

If you choose the Maze of Subtraction, turn to page 60.

Be sure to mark your choice on the Option Sheet on page 128.

chapter 4a

"I'll choose the Maze of Addition," you decide, heading toward it.

You inspect the layout. Tall ladders connect the four levels. The numbers 1 to 8 line are painted along the walls. A glass barrier covers the front of the structure. "That maze looks like a three-D version of the climbing games I play at home," you tell Ramda.

"Then you should do well at this event," Ramda replies as she and Vidi wave good-bye. "We'll be cheering for you."

"Thanks," you call to them. Just then a robot referee rolls up beside you. The dials on its tube-shaped body light up.

"I want to enter this event," you tell it.

"You must collect eight numeric discs," it explains. "If you remove more than eight from the maze wall, you'll be disqualified. Those discs must total your secret tally number."

"What's my tally number?" you ask.

"Thirty-six," the mechanical referee answers, spinning the globe-shaped balls on its top. "All sixteen competitors will begin at the starting line to the right of the maze. The winner will be the first one to gather his or her eight discs correctly and go through the exit."

The referee rolls away. You line up with the others. Wait-

ing for the countdown gives you time to inspect the intricate levels of the maze.

Two warriors slide up next to you. You realize they're both dressed in the green Raster gang capes.

One snarls and says, "We'll be following your every move, Romiden."

"That's right," the other adds. "You won't win this event. We'll stop you any way we can!"

You clench your fists. With two swift strokes you punch the Raster villains in their stomachs. They double over and howl in pain.

"That'll slow you down," you bark.

The countdown begins. The buzzer sounds and the competitors charge into the Maze of Addition.

You dart away from the Raster villains and quickly climb up to the maze. As you reach the first level, tbe CPU warriors scramble in all directions. They grab the numeric discs as fast as they can. You squeeze your way past them.

Running along the first level, you grab a 3, a 4, and a 7. You race up the ladder to level two and spot a 5 and a 1 that haven't been taken.

Glancing over your shoulder, you see the cheering crowd through the glass. Other CPU warriors run after discs while you continue to the next level.

Just as you reach for the top rung, a Raster gang member stomps on your hand! *Yeeoww!*

"You're not getting up this way, Romiden," he snarls.

You jump down to level two and race for another ladder. Climbing up again, you spot the villain running in your direction. You turn and leap onto a different ladder and fly up to the top level. Securing an available 6 with one hand, you reach for two 5's with the other. A gang member grabs your outstretched arm.

"Those fives are mine," snaps the Raster villain.

Jerking your arm away, you rush around in search of two other numbers. I need two discs that come to a total of ten, you remind yourself.

Darting across level four, you weave past the other competitors. The cheering crowd waves their colored flags as you search for your final discs.

You climb down a ladder. When you reach level three, a Raster gang member jumps down after you. Running as fast as you can, you grab the first number in sight. "It's a two," you murmur, pulling it off the wall. "Now all I need is an eight."

You turn to run but a Raster villain blocks your path and reaches for your neck. You dart to the side, slipping through his grasp. He speeds after you as you fly along the third level. Up ahead you see the 8 you need.

You run toward it. Another Raster villain jumps up from the ladder below and grabs you by the leg, pulling you toward him. Although you kick and try to get away, he holds on tight. Then with a burst of speed you jump into the air and break free. All right! You dive for the number-8 disc and yank it off the wall.

As you scramble down to reach level one, the Raster villains are hot on your trail. Running along the wall, you spot the exit ladder ahead.

Blocking your path is a red-caped warrior. Behind you, the two Raster villains are gaining speed. Pumping your legs as fast as you can, you dart around the red warrior and lunge for the ladder. You fly to the ground as the crowd roars. The Raster villains land behind you and the Snidar patrols quickly drag them away.

A robot referee rolls up and says in its mechanical voice, "Here is your first-place micromedal, Romiden. This will give your Terminal Test vehicle Metal Mountains to climb over."

"Thanks," you reply graciously, accepting the medal.

Ramda runs toward you, clapping her hands joyfully. "Nice going," she says happily.

Vidi flies through the air. He lands on top of your helmet. "Hooray," he squawks.

You and your friends leave the Maze of Math in triumph.

If you have a computer, type in the fourth part of your program:

Commodore owners turn to page 136.
Apple owners turn to page 152.
CoCo owners turn to page 168.

When you are through typing, continue the story by turning to Chapter 5 on page 64.

If you aren't using a computer:

Continue the story by turning to Chapter 5 on page 64.

chapter 4b

"I'll try the Maze of Subtraction," you tell Ramda and Vidi as you head toward it.

Pointing to the tall walls of the maze, Ramda explains, "The inner walls twist and turn. Memorize the pattern so you can find your way out. The referees move them after each round to prevent anyone from telling other competitors the maze pattern."

"I'm good at memorizing mazes," you tell her. "This event reminds me of a three-D version of a video maze game I play at home."

"Great!" she replies. "Then you'll have no trouble winning this event. Just take your eight numeric discs and place them on the corresponding numbers inside the maze. The winner is the first one to get rid of all his or her discs and go through the exit. Once you memorize the maze then you can leave quickly and ensure your victory."

"Thanks for the advice," you tell her. "Where do I get the discs?"

"From the robot referee," she answers. "Here's one now."

"We're going to join the others in the viewing stands," Ramda says. "Vidi and I will be rooting for you."

As she waves good-bye, the referee rolls to a stop. The

dials on its metal tube body flash on and off. "I want to enter this event," you tell it.

The robot hands you eight square metal discs. "You must place these on any eight numbers that will add up to your tally number."

"What's my number?" you ask.

The robot flashes its dials. "Your tally number is forty-eight," it answers, rolling the globe-shape balls on its top. "All sixteen competitors will begin at the entrance on the left side of the maze."

You head for the starting position. Two Raster gang members spring out in front of you.

"We've got you now, Romiden," one threatens.

"When you enter that maze, we'll be glued to your side," the other warns. "We'll make certain that you lose this event. Count on that."

"You can count on this!" you yell, punching one in the stomach and kicking the other in the leg.

They double over in agony as you rush to the entrance of the maze. The other CPU warriors are lined up in front of the archway.

After the countdown ends, the buzzer sounds and you dart inside. You see numbered squares about three feet apart on the walls. The competitors stumble over each other as they start putting up their discs. You speed around a corner and cover the numbers 5, 8, and 7.

Your metal squares stick like magnets to the wall. As you turn to find more numbers, you carefully memorize the intricate twists and turns of the maze. The competitors run swiftly around the corners. They almost knock you down, but you skillfully dodge out of the way.

Spotting an available 8, you slap your disc over it. I have a total of twenty-eight so far, you say to yourself. I've got twenty more to go!

Flying around the corner, a Raster warrior slams into you. With lightning speed, you jump back before he can grab you. You wind through the maze and he follows close behind.

Quickly slapping a disc on a number 6, you spot a Raster villain ahead. Just as you turn to run, another Raster gang member grabs you by the arm. He opens his cape and reaches for his multiweapon. Before he can reach it, you shove him into the wall and break free.

Twisting through the maze, you squeeze past the other competitors. You find an empty 8 position and pound your metal square on top.

"All I need is two more numbers that total six," you mutter to yourself. Suddenly you spot one of the Raster villains sneaking up behind you. Gripping the last two discs tightly in your hand, you race through the crowded passageway.

Up in the viewing stands, the crowd waves their colored flags and cheers wildly. As you move, you analyze the passages and commit them to memory. The evil warrior gets closer and closer as you search for your last two numbers. Aha! You smack a disc on an available 4, and keep running along the wall in pursuit of your final number.

The Raster villain reaches out and grabs your golden cape, but you snap it out of his hands. Turning a corner, you spot a 2. That's what you need! Another Raster warrior leaps in front, trying to block you.

"You lose!" he barks.

The two Raster villains close in from both sides. One draws his multiweapon. You kick it out of his hands with lightning speed and shove your way past the other. Diving for the empty number 2, you slap your disc on it just ahead of another competitor.

"I placed them all!" you shout, running toward the exit. Because you remember the maze pattern, you are able to dodge past the other warriors.

As you swing around a corner, yet another of the Raster villains blocks your path. You turn and dart down a side passageway. He speeds after you. Rounding a corner, you run smack into a dead end!

"Oh, no!" you cry.

The villain laughs and pushes you against the wall. With all your might, you dig your fingers into his neck, forcing him to sink to the ground in pain. You run through the last part of the maze and leap out the exit.

The crowd stands and cheers. The robot referee announces, "Romiden, you're the first-place winner."

You breathe deeply. "Am I ever glad!"

Handing you the micromedal, the referee continues, "This will give your Terminal Test vehicle Hydrolakes to cross."

You accept the medal as Ramda runs toward you. She raises both arms and jumps into the air. "Nice job!" she yells.

"Very nice it was," agrees Vidi.

You, Ramda, and Vidi leave the Maze of Math in triumph.

If you have a computer, type in the fourth part of your program:

Commodore owners turn to page 136.
Apple owners turn to page 152.
CoCo owners turn to page 168.

When you are through typing, continue the story by turning to Chapter 5 on page 64.

If you aren't using a computer:

Continue the story by turning to Chapter 5 on page 64.

chapter 5

When you reach the parking area, Max runs toward you, shouting, "Ramda, I'm glad I found you."

"What's wrong?" she cries. "Is my father all right?"

"He's in serious condition," Max tells her. "His life level is dropping fast. It's gone from nine units of energy down to six units in a very short time. He's asking for you."

Turning to you, she places Vidi on your shoulder and says, "I must leave at once. The dynabuses will take you and Vidi to Silicon Sailing and Crystal Skiing."

"I'll get there," you assure her. "Don't worry. I'll win for Romiden."

"His life depends on it," Max murmurs, waving to Ramda as she rushes onto a dynabus.

"Two Raster rats this way are coming!" squawks Vidi.

Max leads you to his globe-shaped cybercycle and flips open the glass door. "Get in quickly, pal," he orders. "Let's fly out of here before we're in Raster-trouble!"

You and Vidi jump into the vehicle's small compartment. You strap yourself into the seat. Max grabs the controls and shoots the cycle up into the air.

The gang members fire at the vehicle, but Max accelerates and the cycle lunges forward and flies out of range. He swings over the robot racetrack and turns toward CPU Central.

Soaring over the familiar green and white buildings, you ask, "What are those things flying up ahead?"

"That's a flock of Telix birds," replies Max.

"Stupid and nasty they are," adds Vidi.

"They're not as nasty as you, bumble bird," says Max.

Vidi snaps back, "Or as dumb as you, Max!"

All at once a gust of wind knocks the cybercycle upside down. Looking out the window, Vidi yells, "The gigamonster it is!"

"We're in trouble now." Max groans, struggling to turn the machine upright.

Through the window, you see a giant creature shaped like a red dome speeding across the sky. "That thing's huge!" you shout.

"It's as big as a house," yells Max.

"No," you cry, "it's as big as a mansion with a three-car garage."

"And a lot more dangerous!" Max adds.

As the gigamonster flies over the Telix birds, dozens of long, skinny tendrils drop down from its body. Instantly the birds are scooped up into its huge mouth.

"That thing has got crazy legs," you say.

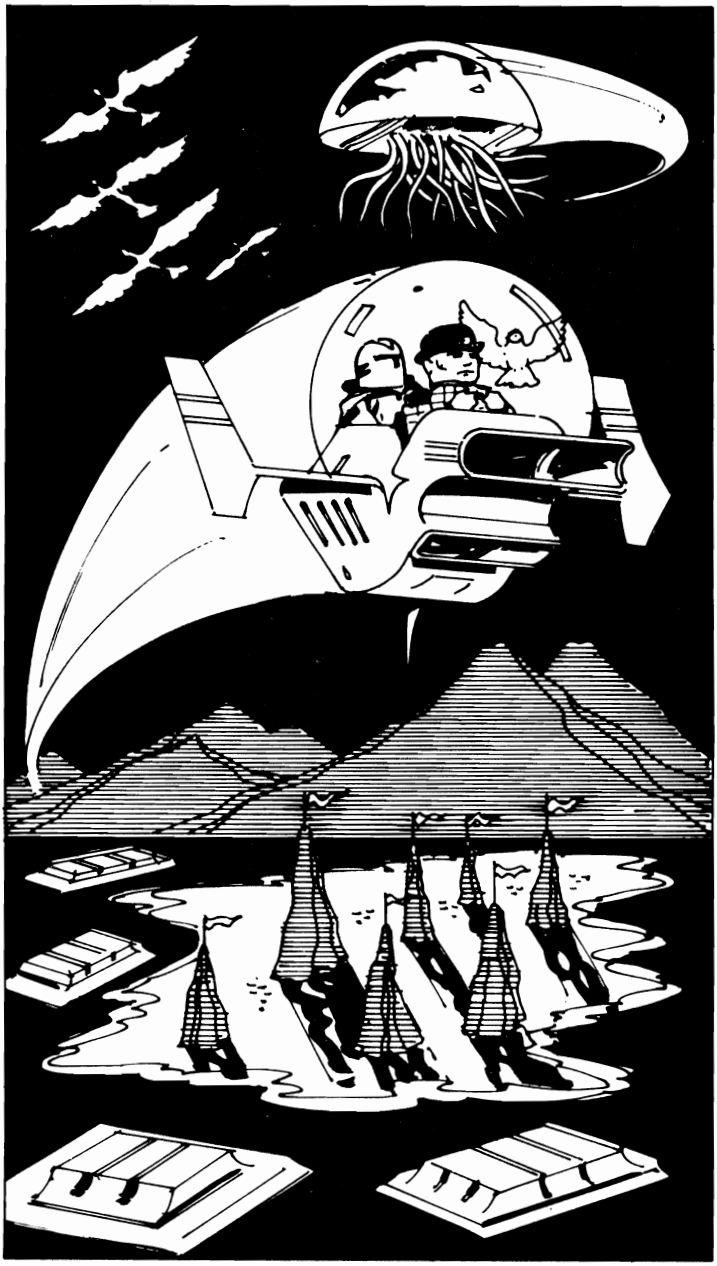
"Legs they are not," corrects Vidi.

Steering the cybercycle away from the gigamonster, Max shouts, "You're right, those aren't legs, they're deadly magnetic tongues. If we don't get out of here, they'll devour us up too."

He rams the cycle into high speed. The evil monster follows close behind. Moving overhead, it drops its snakelike tongues. They grab for the cybercycle, but Max swiftly dodges away.

He flies the vehicle faster, trying to avoid the magnetic tendrils. But then the monster reaches for the cycle again and grabs it! Max instantly throws the vehicle into reverse and snaps free. The creature keeps throwing more magnetic tongues toward the cycle.

The tongues wrap themselves tightly around the globe-



shaped vehicle. As the monster starts pulling the cycle into its mouth, Max shouts, "I can't pull loose, you'll have to cut us out of this! Do you have a multiweapon?"

"Yeah, I have it," you yell, removing it from under your cape.

"Set it for electrosword," Max orders. "Vidi, use your static eye-beam on this monster," he orders as he pops open the cycle door.

"Ready it is," answers Vidi, motioning for you to follow him out the door.

Climbing out of the cybercycle, you hang on to the edge and struggle to steady yourself against the wind. Vidi flies at the gigamonster's magnetic tongues. He fires a static beam from his eye.

An explosion of sparks pours through the air as Vidi's deadly beam strikes the evil monster. One snakelike tongue pulls away, but two more reach for the cybercycle. Vidi blasts them both and they quickly withdraw. But there are still two tongues holding the cycle. You jab your electrosword into one as Vidi attacks the other.

"Neither tongue will budge!" you cry. "They're pulling us closer to the monster's mouth!" Raising your sword over your head, you slam it down with all your strength and cut the tongue in half.

You slice the last magnetic tongue with your sword as Vidi blasts it with his powerful eye-beam. The tongue falls away and the gigamonster finally retreats.

Exhausted, you and Vidi climb back inside the cybercycle and Max speeds across the sky. After making sure the gigamonster isn't following, Max says, "Not many pilots escape from that evil creature."

"For that you can thank us," Vidi replies huffily.

"I guess so," grumbles Max. "But without our friend here, you would've been giga-dessert."

"And you," snaps Vidi, "giga-indigestion would be."

You straighten Romiden's cape and helmet. Putting away

the multiweapon, you ask, "Are we going to make it to the next event on time?"

"We're almost there," replies Max. "I see the Crystal Mountain up ahead."

He steers the cybercycle toward the shiny glass peak. Big black barrels run up the side of the Crystal Mountain. A crowd is assembled below. Beyond the mountain, you spot a golden lake.

"Silicon Lake, that is," chirps Vidi. Warriors and spectators line the water's edge. Giant rocks are scattered through the lake's golden waters. Sixteen colored flags are placed on each rock.

"I think we are late," says Max, "so I'll tell you the difference between the micromedals of these two events. As you know, the Terminal Test contains electrorocks. What happens when you hit one is determined by the choice you make now.

"If you get the Crystal Skiing medal, each time you hit a rock, binary minutes will be added to your total playing time, so it will take longer for you to win the game. The Silicon Sailing medal will result in you losing a turn if you hit a rock. Each time you lose a turn, you must start the game over again. Lost enough turns and you lose the game.

"We're almost there; where do you want me to land?"

As Max speeds closer, you quickly consider the choices.

If you choose Crystal Skiing, turn to page 69.

If you choose Silicon Sailing, turn to page 73.

Be sure to mark your choice on the Option Sheet on page 128.

chapter 5a

"Go to the Crystal Mountain," you tell Max.

"We'll be there in a uniflash," he says, steering the cycle over the Silicon Lake and heading for the base of the mountain.

Below, you can see spectators filing into the viewing stands. The Snidar patrols are positioned in front. The CPU warriors in brightly colored capes are moving toward the starting line.

Max lands nearby. When you jump out of the craft, the announcer calls, "All warriors take your places at the starting position."

"We're too late!" You moan. "This round is about to begin."

"No, we aren't!" argues Max. "Romiden can't wait so neither can you. If we hurry, we can jump into the race." You, Max, and Vidi run to the starting line. "All you have to do in this event is drive your alpha skis up the mountain and put your flags in those beta barrels," Max explains.

He runs over to the robot referee and signs you in while Vidi helps you with your alpha ski vehicle. Pointing to the pouch on the side, Vidi tells you, "In there your red flags are. Into the black barrels you must place all sixteen."

As he shows you how the hand controls work, you say,

"This contraption is similar to what we call a snowmobile." You strap yourself into the mechanical sled just as the starting buzzer sounds.

The other fifteen warriors start their engines and shoot up the mountain. You activate the controls and your alpha ski vehicle jolts forward. It skids out of control but you grip the steering dial firmly and steady the vehicle.

Driving with one hand, you grab a red flag in the other. Suddenly you spot a Raster gang member speeding toward the first barrel. Beneath his helmet you see his scarred face.

He circles the black barrel and plants his blue flag inside. The other warriors follow Scarface's lead. You're in last place but you push to catch up. You ram your alpha ski vehicle into high gear.

The narrow machine shoots across the slick surface of the Crystal Mountain. Guiding it expertly around the first barrel, you toss in your red marker. Then, twisting the steering dial with all your strength, you race after the warriors ahead.

The mountain grows steeper as you maneuver past barrels two and three. You speed toward number four and dart in front of two skiers. Pushing your vehicle as fast as it will go, you inch ahead of more warriors. Your ski machine shakes as you charge up the mountain and land more flags into the barrels.

Glancing ahead, you think, Scarface is still in first place, but I've passed half the CPU warriors. As soon as I pass the other half I'll catch that Raster villain and beat him to the finish line.

As the mountain grows steeper, steering becomes increasingly difficult. An alpha vehicle suddenly stalls right in front of you, causing you to skid into it and spin across the glassy surface. Your ski machine stops dead.

You struggle to get it started again, but another warrior loses control and rams smack into you! Luckily the shock starts your engine and you fight to stay in the race as more vehicles drop out.

"There are only three more barrels to go," you say to

yourself. "I must catch up!" Dodging around a stalled CPU warrior, you see Scarface directly in front of you, somehow managing to keep his vehicle on the slippery course.

He scowls when he turns around and spots you. He places his flag into barrel number fourteen and you drop yours in seconds later.

Then Scarface takes his multiweapon out and drags his electrosword along the surface of the track. The glass surface breaks wide open, creating a deep crevice. You slam on your brakes and spin across the glass. Amazingly, you slide to a stop before your machine crashes over the edge.

Suddenly Vidi appears, flying overhead. "This I can fix in an electroflash," he says. Vidi blasts his static beam at the huge hole.

The edges of the crack become very hot, and the glass surface bubbles and flows. The two sides melt together. The hole is sealed!

"Safe it is," Vidi cries out. "Scarface you can catch if you hurry!"

You start up your alpha ski vehicle and charge after the Raster villain. Not far ahead you see him struggling to reach the top of the steep mountain. Something is wrong with his engine. As his skis weave toward the finish line, you inch closer. Fighting to climb the last few hundreds yards, you toss your flags into the last two barrels and race after the Raster warrior.

His machine sputters and shakes as you get closer. He sees you approach and he fires his multiweapon darts. Twisting out of his line of fire, you swing around and drive straight toward him. He tries to increase power, but his engine stalls.

"All right!" you cry as you fly past him and shoot across the finish line.

The crowd cheers wildly from the bottom of the mountain. The referee declares you the winner as three Snidars grab Scarface and take him away.

Vidi lands on your shoulder. "Win we did!" he cheers.

The robot referee rolls toward you with the first-place micromedal and says, "Romiden, this medal will program your obstacle course so that if you hit an electrorock, binary minutes will be added to your total playing time."

You take the medal and put it in your pocket underneath Romiden's gold cape. Max lands the cybercycle nearby. You and Vidi climb in and the three of you take off for the next event.

If you have a computer, type in the fifth part of your program:

Commodore owners turn to page 138.
Apple owners turn to page 154.
CoCo owners turn to page 170.

When you are through typing, continue the story by turning to Chapter 6 on page 77.

If you aren't using a computer:

Continue the story by turning to Chapter 6 on page 77.

chapter 5b

"I want to compete in Silicon Sailing," you tell Max.

"Okay, I'll get there faster than you can say *Autobogotiphobia*," he promises, swinging the cycle past the Crystal Mountain.

As he heads for the Silicon Lake, you spot the starting line below. It's crowded with spectators and warriors in brightly colored capes. Snidar patrols surround the area. You see sixteen triangular boats with colored sails lining the edge of the golden lake.

Max swiftly lands the cybercycle. When you jump to the ground, the announcer calls out, "All warriors take your places at the starting position."

"It's too late," you say with a groan. "We're going to miss this round of competition."

"Not if we hurry," Max urges. "Romiden's life is on the line. I'll sign you in while you and Vidi get into your binary boat."

Max runs toward the robot referee and Vidi helps you into the boat. Demonstrating the controls, he says, "With these you will work the quadratic sails." He pulls a lever and the square sails flap together.

"That looks like a book opening and closing," you remark.

"Old-fashioned it is," Vidi agrees. "But this makes your

boat move." Pointing across the lake, he continues, "Around these rocks you'll drive and collect your flags."

"Which ones are mine?" you ask, strapping yourself into the slim craft.

"The red flags you must get," Vidi answers.

The countdown begins. "Eight . . . seven . . . six . . . five . . . four . . . three . . . two . . . one!" The starting buzzer sounds.

"The race is on!" you yell. The other fifteen warriors shoot out into the Silicon Lake. You quickly pump your sails and struggle to catch up.

As your boat wobbles across the golden lake, the other warriors race smoothly ahead. You grab the steering dial in one hand and maneuver the sail with the other. As you steady the craft, you're able to pick up speed and inch closer to the other boats.

Far out in front, you see a member of the Raster gang sailing toward the first rock. "That red-haired villain is ahead of me!" you exclaim with a scowl. "But I'll catch him!"

With a burst of speed you pump your boat forward. You move swiftly around rock number one and capture your first red flag. Racing toward the second marker, you fly past three warriors.

When you've secured flags two and three, you speed around four more competitors. The wind starts blowing, and your boat swings to the right. You pull yourself back on course as two other boats tip over.

Dodging around the capsized crafts, you sail as fast as you can. The fierce wind sends huge waves across the lake. Each one rocks your boat, filling it with golden water. Grabbing a container attached to the side, you start bailing. Then you glance at the boats ahead and notice they are stalled too. Thank goodness I'm not the only one, you think, while quickly dumping water over the side.

Tossing away the container, you jump back in the race. Speeding past two boats, you grab another red flag. When you sail around one of the huge rocks, you spot the leader.

"That red-haired villain may be in first place," you cry, "but not for long, because here I come!"

As you sail past another rock, a warrior wearing a black costume flies past you. Pumping the sails with all your strength, you fight hard to catch up. When you start to pass her, the driver suddenly turns her boat and accidentally crashes into you!

You spin around and almost fall into the water. Her boat tips over, but you struggle with the hand controls and steady your craft. You skillfully escape danger and jump back into the race. Sailing faster than ever, you breeze past three warriors.

Only two flags left, you note happily. And that Raster villain is still in the lead. I'm in third place now, but I'm moving up fast! you think, encouraged.

When you pass the second-place warrior, the red-haired villain sees you. He draws his multiweapon and starts firing electrodarts at your boat!

"Oh, no!" you cry. Water pours in through the side, but you quickly place your foot over the hole.

He shoots again. This time he hits your sails! When you try to pump them, they fall limp and your boat stops. Suddenly Vidi appears, flying overhead. "Move out of my way!" he calls out. "This sail I can mend in a billo-instant."

You jump to the back of the boat as Vidi blasts his static beam at the torn sails. Sparks fly and the shiny mesh fabric melts together. "Mended it is." Vidi squawks triumphantly.

Grabbing the controls, you continue the race, capturing two more flags and swinging around the last rock. The Raster warrior is almost to the finish line.

You call out to him, "You Raster coward!"

Just as you expected, he turns and fires his multiweapon. You swiftly turn your boat in a tight circle, making a wave big enough to tip him over. As he swims frantically in the water, you sail across the finish line.

The crowd cheers and Vidi flies overhead. "First place you won," he cries.

When you land your boat, a robot referee rolls up and hands you your micromedal. It explains, "This medal will program your obstacle course so that if you hit an electrorock, you will lose a turn."

"Thanks," you tell it, dropping the medal in your pocket inside Romiden's gold cape. As you head back to the cybercycle, two Snidars drag the dripping red-haired villain out of the golden water. You and Vidi hop inside and Max flies the vehicle into the air.

If you have a computer, type in the fifth part of your program:

Commodore owners turn to page 138.
Apple owners turn to page 154.
CoCo owners turn to page 170.

When you are through typing, continue the story by turning to Chapter 6 on page 77.

If you aren't using a computer:

Continue the story by turning to Chapter 6 on page 77.

chapter 6

Returning to the main arena, Max jumps out of the cybercycle and strides across the dynabus parking area. Vidi rides on your shoulder as you follow close behind. Two red warriors cross your path.

Waving to you, one shouts, "Congratulations, Romiden, it looks like you'll win the tournaments again."

"I hope you beat Hex Raster," agrees the other.

"You can bet I will," you tell them in your deepest voice. They both wave as they climb aboard a dynabus.

"What's my next event?" you ask.

"Thermal Polo it is," replies Vidi. "And exciting it can be. Two games there are. Much better the Hot Match is than the Cold Match."

"Don't listen to that bird babble," urges Max. "The Cold Match is better by far."

Vidi wildly flaps his wings. He insists, "To the Hot Match you should go!"

"No, take the Cold Match," Max jeers.

Throwing up your arms, you ask, "What's more important is, which micromedal data I will receive in each event?"

"I'll tell you, pal," offers Max. "The Hot Match micromedal will make the Terminal Test's attacking negabeasts much stronger. They will be able to smash their way through

anything on the obstacle course. As a result, you'll be given more turns to play the game. The Cold Match's medal will make the negabeasts weaker, so that they will be killed if they hit any obstacles. But if you choose this option, you will have fewer turns in the game. Believe me, the Cold Match is a much better event, but you must decide for yourself what you want. What's your choice?"

You carefully consider how each one will affect the final game. Then you tell Max and Vidi your choice.

"I'll drive you there by dynabus," says Max. "I don't want to take my cybercycle because the electroengine was acting up."

Max jumps inside the dynabus that will take you to the Thermal Polo grounds. Vidi hops in beside him. As you reach for the door, a sharp object jabs you in the back.

A voice from behind says, "Don't make a move, Romiden, or you'll be dead."

You freeze in the doorway. Glancing to the side, you see Hex in his long green cape, with three of his henchmen. "Get off the bus," Hex orders.

You turn to run, but one of his men grabs you by the neck. He slams his multiweapon into your ribs. "Do what the boss says," he shouts.

When you get out of the bus, Hex fires electrodarts at the bus's control panel and the door slams shut. "Ha," he laughs. "Your little friends won't get out of there for a long time."

Grabbing you by the arm, Hex pulls you into another dynabus. He shoves you to the floor. One of his men straps your hands together. The bus races out of the parking area. It twists and turns wildly as it speeds away.

"I've finally beaten you, Romiden," Hex brags. "When you miss your next event, you'll be disqualified from competing in the final Terminal Test."

"What are you going to do with me?" you ask.

"I haven't decided," Hex replies with a sneer. "Wounding you with my magic lightning sword didn't seem to work."

The bus turns a sharp corner. One of the gang members says, "We're almost to your next event, boss."

"Perfect," Hex replies. He kicks you in the ribs. "I have to go and win my next micromedal," he says, "so I'll take care of you later."

The vehicle stops. Turning to his man, Hex says, "Keep Romiden hidden until my race is over. We'll deal with him later."

Hex leaves the bus. You struggle to sit up. A Raster villain pushes you to the floor and you land face down. "No tricks," he says with a growl, "or I'll take care of you myself."

When you twist the straps on your hands, the metal ties cut into your wrist. You try to break free, but they hold tight.

Outside you hear a referee announcing the countdown.

One of the gang members leaves the vehicle. The other two aim their multiweapons at your head. A starting buzzer goes off, and sounds of the competing warriors fill the air.

Lying face down on the floor, you carefully check for your own multiweapon. A tiny smile crosses your face when you feel it under your cape. You slowly reach inside the gold cloth and grab your weapon even though your hands are tied. You set it for electrodarts.

You watch the two Raster villains and wait for a chance to strike. They don't move an inch and neither do you.

Suddenly you kick the seat near your foot. Both villains are fooled by your trick and fire their weapons toward the back of the bus. With a burst of energy you slip out of your bonds.

Jumping up, you fire at both of them. Electrodarts fly through the vehicle and one villain goes down. The other shoots back. He ducks behind a seat but you catch him by surprise and knock him out cold.

You run to the driving controls and try to start the bus.

I think this is how Ramda did it, you tell yourself as you press the buttons and pull the levers. The engine starts and the vehicle shoots forward. The third gang member

spots you escaping. He fires at the bus as it pulls away.

"Now what do I do?" you say uncertainly. "How do I get to the Thermal Polo grounds?" Searching across the control panel, you find a pouch of data tablets. You pull one out. It's labeled "Numeric Folk Tunes."

Tossing it aside you grab another. "Lazarius Recites Smole Poetry," the label reads.

A third tablet says, "City Map and Restaurant Guide to CPU Central and Surrounding Suburbs."

"That's more like it," you say, slipping the tablet into a slot on the control panel. A maze of lines appears on the miniviewing screen. Turning a dial, you find your location. You plot your course through the city streets.

The bus speeds past green and white buildings. Checking the map, you notice, All I have to do is follow this road until I reach the Hacker Snacker Café. I'll turn right, then drive until I come to the Thermal Polo grounds.

Maneuvering the bus as quickly as possible, you hope you can still get there in time. You turn the corner and speed through the streets.

The buildings end and you spot the familiar tournament flags ahead. You fly into the parking area and slide to a stop. As you hop out the door, you hear the spectators cheering.

"Oh, no!" you shout. "The polo matches are over."

The referee announces the winners. You slump down in the doorway and lower your head. "I've failed," you moan.

"No, you haven't," says a voice beside you.

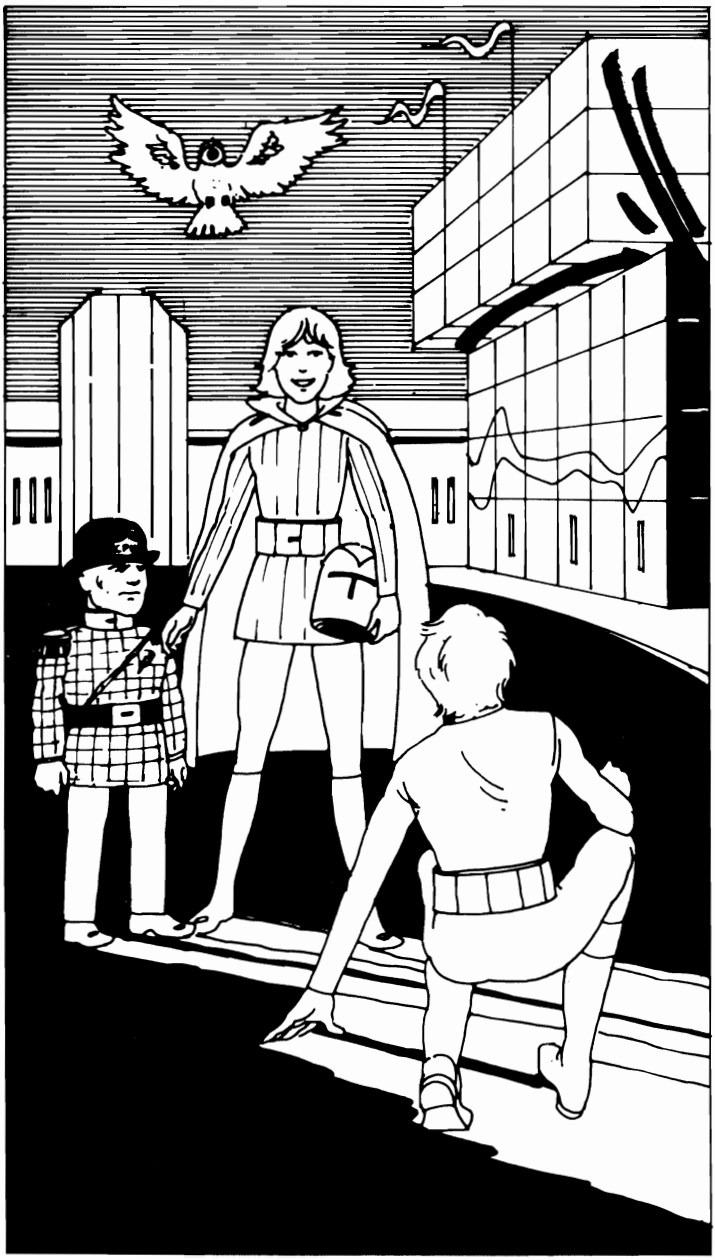
Turning quickly, you see Ramda wearing the same costume you are! She even has a gold helmet under her arm. Max is beside her, and Vidi flies above.

She asks, "You are the rider of the light—correct?"

"Yes," you tell her sadly. "From the land of the night, and I passed through the glass and all that."

"What's going on?" you ask.

Max says, "Vidi and I escaped from the dynabus. When I told Ramda what happened, she insisted on entering the polo matches in your place. We had a spare costume."



"I had to," she explains. "There was no one else I could trust. All will be lost if my father does not win the tournaments."

Fluttering in the air, Vidi chirps. "Your Thermal Polo choice I did tell her. That micromedal she did win."

Ramda hands you the silver metal disc. "I'm afraid I only came in third place. But that's pretty good considering I haven't trained for kiloyears like the other warriors. Unfortunately that drops your total score down to second place."

Vidi flies onto her shoulder. "One guess who the first-place warrior is," he says.

Slamming your fist into your hand, you yell, "Hex Raster!"

"You have one last chance to beat him," advises Ramda. "My father's life level has dropped down to three units of energy. The Laser Joust is our last hope of saving him and Venturia."

"I can do it," you assure her.

Ramda lowers her head sadly. "I hope so," she says softly. "He's very weak and pale. I must return to take care of him now." She rushes away with Vidi perched on her arm.

Whether you choose the Hot Match or the Cold Match, be sure to write down your choices on the Option Sheet on page 128.

If you have a computer, type in the sixth part of your program:

Commodore owners turn to page 140.
Apple owners turn to page 157.
CoCo owners turn to page 172.

When you are through typing, continue the story by turning to Chapter 7 on page 84.

If you aren't using a computer:

Continue the story by turning to Chapter 7 on page 84.

chapter 7

"You can beat Hex Raster, pal," says Max, slapping you on the back. "Hop in the dynabus and we'll zoom to last tournament game before the Terminal Test."

"What's this event about?" you ask as you follow Max and Vidi into the bus.

"It's called Laser Joust," explains Max. "I like that one, but it can be real rough. You'll have to think fast and operate the hand controls like a pro, or your mechanical kiloknight will be destroyed by your opponent's laser lance."

"At least that doesn't sound impossible."

"No, of course not," Max assures you, guiding the dynabus into the air. "But the Laser Joust is Hex Raster's best event."

"I hope I don't have to compete against him," you nervously reply.

"Worry you must not," says Vidi. "Very well you will do."

"I'll try as hard as I can to win the tournaments and secure the magic Z-ring," you announce with renewed confidence. "By the way, what *is* the Z-ring?"

Swinging the dynabus through the air, Max explains, "The Z-ring has many magic powers. It protects the wearer from harm and it's used to set Venturia's master time clock."

"Where did it come from?" you ask.

Max explains, "In the early kiloyears of the CPU, the wise

old Calculords created it for the ruler of Venturia. The leader wears it at all times except during the CPU tournaments, when it is enclosed in a time-lock vault."

"Now I understand," you tell him.

Suddenly a loud buzzer goes off. "Quiet everyone," orders Max. "There's an emergency message for me."

He picks up the audio link and says, "M. E. Maximus here. What's the problem?"

A low voice says, "A band of Raster gang members just tried to break into the Z-ring vault!"

Turning around, Max says, "I'll have to drop you off at the jousting field and go back to the arena. I'll call Pixer and Poke and tell them to meet us there."

Vidi jumps out of his seat and cries, "Double trouble they will be!"

Flying across CPU Central, Max jerks the bus to the right. Vidi tumbles to the floor. He sits up and shakes his head as Max smiles to himself.

"I'm about to land," says Max, swinging the vehicle around a large red field. You can see the spectators moving to their seats and warriors assembling to the side. Max lands the dynabus, in a nearby parking area. You and Vidi hop out and wave good-bye.

"Good luck," Max tells you. "Pixer and Poke will be here soon." He shoots the bus into the air and speeds across the sky.

Vidi rides on your shoulder as you approach the jousting field. You weave through the dynabuses when out of nowhere someone grabs you and Vidi from behind!

"Raster villains!" you shout. "You won't get me."

Vidi tries to break loose, but a gang member squeezes him in his hands.

Struggling to get away, you ram your elbow into the attacker's stomach. He doubles over and you break loose. Turning to run, you slam right into Hex Raster! You jump back. He draws his lightning sword, and sparks fly as he swings it close to your chest.

He pulls you toward him. "I've got you now, Romiden," Hex says with a snarl. "This time I'll give you a double shot of my sword."

Making your voice as deep as possible, you snarl and say, "That what you think!"

"Ha," laughs Hex. "You won't beat me this time. Or ever again."

You quickly twist to the side and wrestle to break free. Hex's sword sparks and crackles as he touches it to your arm. Although it doesn't tear your clothing, it sends a fierce shock through your body, hurtling you to the ground. Two of his henchmen hold you down with their feet. Hex is about to hit you again when suddenly a piercing whistle blows nearby.

One of the gang members shouts, "The Snidar patrol's coming!"

"Let's get out of here," Hex yells. "But I'm not finished with you, Romiden. You'll never win. I'll be the next leader of Venturia." Hex and his gang jump over you and run around the dynabuses.

Pixer and Poke rush to your side. They help you to your feet and straighten your cape. Vidi settles onto your shoulder and Pixer sticks her tongue out at him. Vidi folds his arms and shakes his head disapprovingly.

"Where are the other Snidar patrols?" you ask.

"There aren't any," Poke answers. "We've got one of their Fifo whistles."

You stroke your sore arm and say, "Pretty good! You sure fooled Hex and his men."

"Are you okay?" asks Pixer with a worried look on her face.

"Of course," you answer. "I didn't get the full force of that magic sword of his. Come on, let's get ready for the Laser Joust."

"Right this way," says Poke, bowing and extending his arm toward the playing field.

When you reach the edge of the huge Laser Joust course, a robot referee announces, "All warriors must now choose

between the singles competition on the ground or the group competition in the air. The Terminal Test contains power stations that your vehicle can enter. Your choice now will determine whether a power station will increase your fuel supply or subtract binary minutes from the total needed to win the game. The micromedal for the ground game will allow a power station to increase your fuel. The aerial competition's medal will decrease the binary minutes needed to win the game if you enter a power station. Make your choices."

You quickly consider which strategy you would prefer.

If you choose the ground competition, turn to page 89.

If you choose the air competition, turn to page 93.

Be sure to mark your choice on the Option Sheet on page 128.

chapter 7a

"I want to try the ground competition," you tell Pixer.

"The jousting lanes are on the right," she explains. "The kiloknights are lined up on the left."

Joining the other warriors, you see a row of silver robots at both ends of the viewing stands. They have man-shaped bodies with big shoulders and arms.

Eight narrow lanes run in front of the spectator stands. There is a robot knight at each end of every lane, and long blue pole stands next to all sixteen robots. The silver machines sit inside sleek black vehicles.

Pointing to the vehicles, you ask Vidi, "What are those contraptions? They look like miniature rocket ships."

He answers, "The laser sleds they are, and fast they do go. By remote control you will drive yours down the jousting lane."

"When the two knights meet in the middle," Poke explains, "you knock your opponent out of its jetsled with your laser lance."

"Is that the long blue pole in the robot's hand?" you ask.

"Right," says Pixer. "The winner is the first warrior to defeat his or her opponent."

You sign in with the robot referee. It informs you, "Romiden, you will compete in lane number one. Hex Raster is your opponent."

"Oh, no!" yells Poke.

"Triple oh no!" Pixer adds.

Vidi says, "Hard it will be to beat Hex Raster, but you are the one who can."

"Thanks," you reply, letting out a deep breath.

Walking toward your lane position, you add, "I sure hope one of you can give me tips on how to win this event."

"Smash your laser lance into the middle of Hex's 'knight,' " Pixer explains, punching her fist into the air.

Jumping up and down, Poke cries, "Knock its head off. That'll stop it."

Vidi flies into the air. "Let Hex know not what you plan to do. Surprise is most important."

"That's a good plan," you agree. "I'll surprise him."

You arrive at your remote-control terminal and Vidi lands on top of the screen. Your robot kiloknight is directly in front. Far down the lane you can see Hex Raster preparing for battle.

The spectators wave their colored flags as the Snidar patrol polices the area. Poke explains how the controls work and the countdown begins.

Vidi and the twins slip away into the viewing stands. Gritting your teeth, you clench the jetsled lever in your left hand and the laser lance dial in your right.

The starting buzzer sounds. Pushing your knight forward, you point your lance straight down the track. Hex charges toward you. He's aiming his lance at your robot's chest!

The sleds grow closer. The laser weapons are aimed directly at each other. "Should I pull away?" you ask yourself. "If I do, Hex will stab my robot and knock it out of the race. If I don't, I have no idea what will happen."

Suddenly both lances smash into each other. A crack of electricity rips through the air. Sparks fall to the ground as you madly twist all the hand controls. You pull your weapon to the side—at the same instant Hex does. Your jetsled slides past his and you bring it to a halt.

Reversing the controls, you return to the starting line.

The referee sounds the buzzer and the second round begins.

The two kiloknights charge together. The lances nearly collide, but you pull yours away and slam it back for a surprise hit. The blue laser beam lands on Hex's sled. It burns a hole in the side.

You swing hard at Hex's knight in round three, but he darts out of range. When you attack again, Hex strikes your knight across the middle.

It bends to the side but somehow holds steady in the sled. The lance falls forward but you shift the controls and compensate for the injury. When the next round begins, the two robots lunge for each other again. Hex hits you once more. Sparks pour across the track when he flings his lance into your sled.

The vehicle wobbles and shakes when you return it to the starting line. Storming toward Hex's knight, you struggle to hold up the lance. Hex speeds straight toward you.

"I'll stop you, Hex Raster," you mutter, skillfully twisting the hand controls. Slamming your lance against his jetsled, you burn a larger hole in the side. Sparks dance wildly through the air.

Hex retreats and prepares to attack again. This time he charges faster than ever. His laser lance smashes across your kiloknight and slices its arm off! The robot slumps to the side. It nearly falls out of the sled, and the lance is wedged sideways across the vehicle.

You pound at the controls, but the knight hangs limp over the edge. Drawing the tangled vehicle back to the starting line, you think, I may not have much chance, but I'm going to give it one last try.

The buzzer sounds and the next round begins. You drive forward as fast as you can. Hex aims straight for you as he drives his kiloknight down the track.

Suddenly you reverse the controls and jerk your sled to a stop. You twist it to the side and Hex slams into your lance. In an explosion of sparks, it cuts his knight in two!

His laser lance falls to the ground and the crowd roars its

approval. Triumphantly you return your kiloknight to the starting line.

A robot referee rolls toward you with your micromedal. Taking the medal from the robot, you ask, "This will give my Terminal Test vehicle the ability to get more fuel if I enter a power station, right?"

"Correct," agrees the referee.

Vidi flies onto your shoulder. Pixer and Poke jump into the air as they run toward you.

"You did it!" they call out. "Hex is beaten."

"If I can win the Terminal Test, Romiden will be saved," you add.

Vidi says, "Venturia also will be saved."

"Let's get to it," you cheer.

If you have a computer, type in the seventh part of your program:

Commodore owners turn to page 142.
Apple owners turn to page 159.
Coco owners turn to page 174.

When you are through typing, continue the story by turning to Chapter 8 on page 97.

If you aren't using a computer:

Continue the story by turning to Chapter 8 on page 97.

chapter 7b

"Which way to the aerial competition?" you ask.

Poke tells you, "The infinity fliers are lined up on the left."

Crossing the red field, you see sixteen small black vehicles in front of the viewing stand, with a flat triangular wire wrapping around each one. The fliers have open tops, and silver robots with broad shoulders and large arms are seated inside. Long blue poles stand at their sides.

Pointing to the man-shaped machines, you ask, "Are those the kiloknights?"

"Yes, my friend," answers Vidi. "By remote control you will fly them through the air. The laser lance is the long blue pole. With it you must battle the other warriors."

Pixer waves her arms and jumps in the air. She shouts, "I love it when all sixteen infinity fliers are battling across the sky. The laser lances smash together and sparks pour across the field."

"More than that falls before the game is over," warns Poke grimly. "The winner is the last remaining kiloknight. The other fifteen either collide together or crash to the ground."

Pointing to the glass-covered viewing stands, you ask, "Is that why the spectators are enclosed in glass?"

"You guessed it," Poke says. "Your remote-control terminal will be protected too."

You register with the robot referee, who assigns you to your terminal. Your infinity flier is parked in front. You take your place and position yourself next to the hand controls. Pixer explains how they work.

Suddenly Poke grabs you by the arm. "Hex is in this race," he says frantically.

Throwing her arms into the air, Pixer shakes her head and shouts, "Oh, no! He always wins this event."

"That's not very encouraging," you say with a sigh.

Vidi flies onto your shoulder. He encourages you by saying, "Beat him you can. Just hit hard, hit fast, and you will win."

"Sneak up from behind," urges Poke. "Use your laser lance to knock those fliers upside down. Then watch the kiloknights fall out on their heads."

"I'll do that," you tell him as he, Pixer, and Vidi slip into the covered viewing stands.

The countdown begins. You spot Hex at a nearby terminal. The starting buzzer sounds.

Pulling the controls, you raise the flier into the air. Your kiloknight rides securely inside. The laser lance is gripped in its hand. As you turn the control dial, the weapon rises into position.

While the other warriors prepare their knights, two fliers battle together. One lance smashes into the other robot. An arm flies off and falls to the ground. They attack again. The two infinity fliers collide and explode across the sky.

You dodge away from the debris and swing your robot knight through the air. Striking a flier with your lance, you burn a hole in the side. It spins upside down and its knight falls to the ground. The empty flier lands on top. The crowd cheers wildly as it explodes.

Laser lances slam against the knights. Infinity fliers crash into each other. Lances smash together and blazing bolts of lightning erupt from the collision.

Aiming your lance at a kiloknight, you charge straight

ahead. The laser weapon knocks its head off. It hurls into another knight. They both spin to the ground and blow up. One by one the fliers fall from the sky.

"There are only three left," you say to yourself. "I wonder if one of them is Hex."

When you glance over at his terminal, you see him working the controls. He's still in the race, you realize. But not for long.

You twist the dial and quickly swing your lance. It slams into one of the fliers and knocks the robot out of its seat. The knight and flier fall from the sky.

Then a lance hurls against your flier. Your wing breaks off and your vehicle begins to tip. Skillfully pulling the steering lever, you struggle to keep your craft in the air.

To your left, you hear Hex laughing. "I've got you now, Romiden," he says with a sneer.

He drives his black infinity flier straight at yours. His lance knocks your knight's arm off. With all your strength, you fight to keep in the game. Hex swings around and attacks again. You dodge out of the way but your flier sputters and shakes. As it weaves through the air, Hex circles and jabs holes in the side. You try to use your lance but the craft is unsteady and tips easily.

Hex circles his flier overhead and you lower your vehicle. He flies underneath and spears you from below. You slam the hand controls off and dive your vehicle toward the ground. Rapidly descending, you crash on top of Hex's vehicle. As you fall downward, his lance pierces straight through your flier. You push Hex to the ground and his machine blows up. Pulling your flier up with all your strength, you narrowly avoid crashing on top of the burning vehicle.

The crowd jumps up and shouts with joy. You let out a deep sigh and bring your kiloknight and flier safely to the ground.

Pixer and Poke rush toward you, screaming, "Hooray!"

The robot referee hands you your micromedal, explaining, "This medal will allow your Terminal Test to subtract

binary minutes from the total needed when you enter a power station."

You place the medal in your pocket with the others. Vidi flies onto your shoulder. He boasts, "I was right, don't you see, Hex you did beat."

Pounding your fist into your hand, you declare, "We're one step away from saving Romiden. All I have to do now is win the Terminal Test."

"Save Venturia you will," Vidi adds.

"There's no time to waste," you reply. "Let's get moving."

If you have a computer, type in the seventh part of your program:

Commodore owners turn to page 142.
Apple owners turn to page 159.
CoCo owners turn to page 174.

When you are through typing, continue the story by turning to Chapter 8 on page 97.

If you aren't using a computer:

Continue the story by turning to Chapter 8 on page 97.

chapter 8

"Oh, look!" says Max, pointing to the main scoreboard. "Each warrior's total score is being tabulated. Any binary second we'll find out who's the winner."

The final scores are posted and the crowd cheers and stamps their feet.

"Romiden is the first-place winner," shouts the announcer. "He will be the first CPU warrior to compete in the Terminal Test. If he wins, he will remain leader of Venturia."

"All right!" you shout. Pixer and Poke throw their arms around each other as they jump up and down. Vidi flips over backward.

The spectators wave their flags, yelling, "Hooray!"

"If Romiden loses," continues the announcer, "the second-place winner will be allowed to compete."

"Look who's in second place," Pixer says with a moan as she points to the scoreboard.

"Oh, no!" shouts Poke. "It's Hex Raster! Even though you creamed him in the Laser Joust, he'd already won so many points that losing didn't hurt his overall score very much."

Poke grabs you by the arm. "You *must* win the Terminal Test. It's a treacherous event that requires all your mental powers and instincts."

"You can do it," Pixer exclaims.

"I'll do my best," you assure her. "Where is the Terminal Test held?"

Poke pulls your arm. "This way," he says. "We have to take a dynabus back to the main arena."

The twins run to the long white vehicles. You hop inside. "I'll get us to the CPU arena," says Pixer, taking over the driving controls.

When the bus pulls away, Poke cries out, "Hex is behind us!" He yells to Pixer, "You can't let him catch us."

"He won't," she answers, pushing the controls to high speed. The vehicle jumps forward and flies through the city. Hex tries to keep up, but Pixer twists around the corners as fast as possible.

Hex drops out of sight as you near the arena. The huge white structure is filled with spectators waiting for your arrival. Colored flags fly overhead. Pixer glides the dynabus to a stop directly in front of the arena.

You, Pixer, and Poke jump out and run for the entrance. There's no one in sight. Then all of a sudden, Hex Raster jumps out in front of you! Drawing his lightning sword, he says, "You're not going to take one step inside that arena, Romiden. When you don't appear for the Terminal Test, I'll be the first competitor. I'll take the Z-ring and stop the master time clock. You and all your Venturian friends will freeze in your tracks."

Without saying a word you reach for your multiweapon, twist the knob, and slam your sword into his. Sparks fly into the air. The blue electrocoil of your weapon slices back and forth as you battle the Raster villain.

He lunges at you. Jumping to the side, you swing and land a blow. Hex angrily raises his sword and fights with all his strength. Struggling to stop him, you maneuver your sword as fast as you can. His weapon and yours crash together and erupt in a shower of sparks.

Behind Hex, you see Pixer and Poke running toward you. They slam into Hex's back. He stumbles forward, his sword

falling out of his hands. You kick it to the side and run for the arena entrance. Pixer and Poke race behind you.

Entering the arena, you wave to the cheering crowd. Festive music is blasting through the air and the crowds are wild with excitement. Huge viewing screens line two sides of the huge square structure. A platform has been placed in the middle of the playing field. The Z-ring Vault is positioned to one side. Max stands beside it. An elaborate set of remote controls stand on the other.

A robot referee rolls across the platform. It says to the third- and fourth-place competitors, "Take your places. Romiden will soon begin the final game of the tournaments."

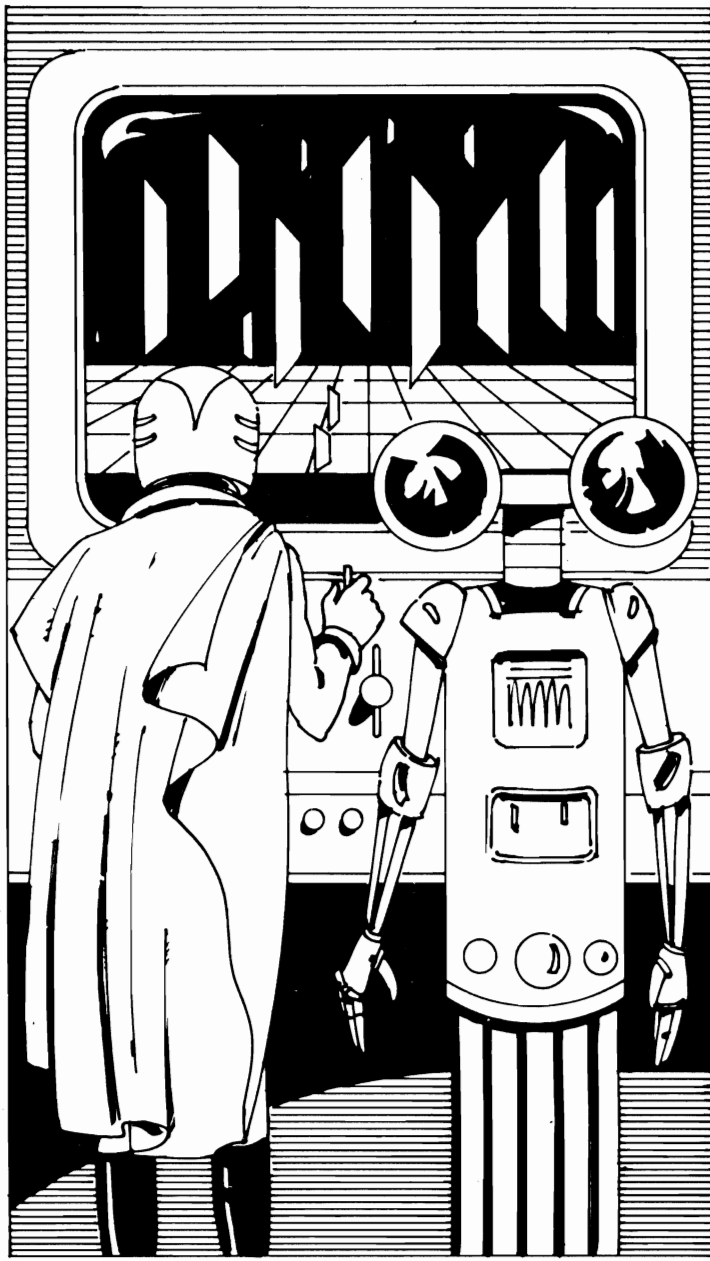
As you climb up the steps, Hex Raster runs to your side. You reach for your multiweapon, but he flies past you and takes his place beside the other two warriors. The crowd boos his arrival. Hex throws back his head and laughs.

Max shakes your hand as you step onto the platform. "Congratulations, Romiden," says Max, giving you a knowing wink. He raises your arm and the crowd goes wild. They wave their multicolored flags. As the cheering continues, Max whispers, "Romiden's life level has dropped below one unit. He hasn't got much energy left."

You nod your head and glance at Hex Raster, who scowls. "I won't let Romiden die," you whisper.

The robot referee rolls to your side and instructs you to take your place at the hand controls. It briefly tells you how they work. Turning to the crowd, it announces, "The Terminal Test will now begin. Romiden will have the first chance to compete. Please be silent as you watch his progress on the large viewing screens. He will drive his remote-control vibrovan through the treacherous obstacle course. Dangerous negabeasts will threaten him and the deadly electrorocks must be avoided at all costs." The robot turns to you and continues. "Romiden, if you can cross the entire course in the allotted time without losing all of your turns, you will be the winner and continue as the ruler of Venturia."

The referee instructs you to place your seven micromedals



into the red slot. You pull out the small silver discs and slide them inside.

The two huge viewing screens light up. Colored squares spin in all directions. The screen clears. The scoring counters appear on the bottom, lighting up as you tightly grip the hand controls. You prepare to fight your final battle.

If you are using a computer and have typed in all seven segments of the program:

You are ready to play the game and save Venturia! Turn to page 123 for final instructions.

When you have won the game by completing the Terminal Test, turn to page 110 for the end of the story.

If you aren't using a computer:

Turn to page 102 for the battle simulation. Only you can save Venturia!

Game Simulation: The Terminal Test

You take a deep breath. The spectators silently watch the viewing screens. Your vibrovan appears in the center and the objects that make up the Terminal Test obstacle course start rolling up from the bottom of the screen.

Biting your lip, you push the hand controls forward. The obstacles you have chosen move swiftly up the screen. Your vehicle darts through the landscape, twisting and turning as you dodge around the dangerous electrorocks. Negabeasts rush toward your van. You jerk the controls and narrowly escape their first attack.

Turn the page and follow the rest of the battle simulation. When you come to each segment, check the Option Sheet on page 128 to remember what your choices were.

Segment 1

Choice 1a: AC Rivers

Your vibrovan is too far to the left on the swiftly moving landscape. You spot an AC river coming toward you. Gripping your joystick tightly, you try to catch the river before it rolls past you. You almost miss it, but you're determined to take your chances and plunge in! You can't be sure whether the current will carry you left or right. Luckily, the river moves you along to the right, putting you in the center again.

Choice 1b: DC Tunnels

Your vibrovan is in a dangerous position on the swiftly moving landscape. The only thing that can save you is a DC tunnel! You spot one coming at you, but you're not sure whether you can make it in time. You push the joystick and barely reach the mouth of the tunnel just before it passes by. You dive in bravely, not knowing where it will come out. You disappear from the screen and return a moment later in a safe place.

Segment 2

Choice 2a: Leap Over Electrorocks

Everything on the screen is moving quickly from top to bottom. You spot several electrorocks coming up at you. If you don't get out of the way, you'll be in real electrotrouble! Steering your vibrovan expertly, you avoid the first rock easily before it can crash into you. A second one appears, but again you avoid it. The rest are packed too close together, so you'll have to leap over them! You push the control button and your vibrovan leaps over the deadly electrorocks to safety.

Choice 2b: Blast Electrorocks

It's all you can do to avoid the objects moving from top to bottom on the screen. Several deadly electrorocks are coming at you rapidly. You must avoid them or you'll regret it! You could blast them, but if you do, you'll use up precious fuel. You swiftly maneuver your van out of the way, avoiding the first few rocks. Suddenly you realize that you're trapped! Taking careful aim, you blast the electrorocks out of the way and, for the moment, you're safe.

Segment 3

Choice 3a: Drop Bombs on Negabeasts

A negabeast chases you sideways across the moving landscape. You can't let it touch you, so you pull your joystick hard to the left and move away. You don't go far before a new beast blocks your path. You move upward, hoping to avoid it. A third negabeast charges at you, stopping your escape! You're trapped! Swiftly you press a button, dropping deadly bombs around you. Still following you, the negablasts hit the mines. They blow up and you are saved!

Choice 3b: Shoot Negabeasts

Moving down the deadly obstacle course, you can't seem to escape from the negabeast who is gaining on you. No matter which way you turn, it follows. A second beast joins the chase, and you can see a third moving toward you! You dodge out of the way just before it hits you, but you're boxed in by the beasts. You dive between two and they crash into each other! But they quickly follow and a fourth joins them. You press the button and blast them all just in time!

Segment 4

Choice 4a: Metal Mountains

You move your vibrovan swiftly through the dangerous landscape. Moving left to the center of the screen, you see that you are in for trouble. Rising up from below is a range of Metal Mountains. You try to get out of the way, but there isn't enough time! Entering the mountains, your sturdy vibrovan climbs up the slopes, using up extra fuel. You exit as quickly as you can, but you've got to keep a sharp eye out for other mountains or you'll lose more fuel.

Choice 4b: Hydrolakes

Dodging quickly through the dangerous landscape, you spot a big Hydrolake rising before you. You skillfully pull your joystick, hoping to avoid the deadly lake. Quickly calculating, you realize you're going to hit it. The only safe way to cross it is by uniboat. You push hard and dive into the boat just as you come to the shore of the lake. The uniboat protects you from the lake's deadly liquid as you sail across. You reach the other shore and exit safely.

Segment 5

Choice 5a: Add Minutes from Electrorocks

You examine the scoreboard and see there are only a few binary minutes left until the end of the game! You look back just in time to see that an electrorock is blocking your path. You dodge away from it but another deadly rock is hiding right behind it. You crashing into the electrorock! More minutes are added to the total amount needed, making the game longer. You speed your vibrovan away and keep going through the obstacle course.

Choice 5b: Lose Turn from Electrorocks

Glancing at the scoreboard, you see that you're doing well. Suddenly you realize that your vehicle is going to hit an electrorock! You serve out of the way and keep going. Groups of electrorocks cover the screen, and you swerve right and left. You hit one! The screen goes blank and you have lost a turn. You have several turns left, but you must be more careful, because more dangers lie ahead on the obstacle course.

Segment 6

Choice 6a: Stronger Negabeasts

You have been playing a long time. No matter what you do, the negabeasts keep on coming. You dodge around an electrorock, trying to confuse the beasts following you. They smash right through the rock! The negabeasts are so strong that nothing stops them. You manage to destroy one but as soon as you do, another is created on the screen. You get two others and have a few moments to rest. Then you must dodge and dart around the screen, avoiding more negabeasts.

Choice 6b: Fewer Turns

Two negabeasts pursue you through the dangerous landscape. You dodge around an electrorock without touching it. Since the negabeasts follow you in a straight line, they hit the electrorock and are killed. You check your score and turn back only to see that new negabeasts have surrounded you! You try to escape, but the negabeasts close in fast. The screen goes blank and you lose a turn. You've got to be more careful, because you've only got a few more turns left.

Segment 7

Choice 7a: Power Station Adds Fuel

The game is almost over! If you can stay alive for a few more binary minutes, you'll win the game! A cluster of electrorocks suddenly appears in your way and you use all your fuel to steer around them. You drift helplessly as the negabeasts close in. Suddenly you see a power station directly ahead. Your vehicle drifts into it and you're able to get more fuel. You speed away, avoiding the beasts. The clock ticks off the last binary minute and you have won!

Choice 7b: Power Station Subtracts Minutes

You have only a few more binary minutes to go before the game is over! You jerk your joystick but nothing happens. You've run out of fuel! Chasing behind you are more negabeasts. You can't kill them and you're out of extra turns! All of a sudden you spot a power station moving toward you. Just before the negabeasts attack you, the vibrovan hits the power station and enough binary minutes are subtracted from your total playing time for you to win the game!

Turn to page 110 to end the story.

chapter 9

"Romiden is the winner!" shouts the referee. "He will remain the Venturian leader."

The spectators rejoice. They whistle and stamp their feet. Colored flags fly into the air and shower across the playing field.

Max throws his hat up high and cheers, "We did it!"

Hex jumps to his feet. He scowls at you and runs out of the arena.

Now that the game is over, the Z-ring Vault is activated. Its huge golden door opens. A beautiful gold ring lies in the middle, magically suspended in midair. It sparkles with a blinding shimmer of white light. A red glow fills the inner chamber. The crowd marvels at the magnificent sight.

The robot referee instructs you to reach inside. You place your hand into the vault. A tingling sensation encircles your arm. You slide your middle finger through the ring. A flash of sparkling white light flares up around it. You hold the glowing ring out to the crowd. They grow silent and bow their heads.

Suddenly a dynabus flies onto the playing field. It spins to a stop before the platform. Ramda and Vidi jump out. The crowd looks up and buzzes with confusion.

Four Snidar patrol officers carry Romiden from the bus. Pixer and Poke run up and help them. The spectators jump to their feet as he's carried up the steps.

The Snidars place him on the floor. You kneel at his side. Romiden is pale. Ramda lifts his limp arm. "Put the Z-ring on his finger," she urges.

You slide the magic ring onto Romiden's hand. He doesn't move. Ramda looks worried as she squeezes his fist against her chest. Vidi sits silently on her shoulder. Romiden remains still and lifeless.

The spectators grow more confused when slowly Romiden lifts his arm. He opens his eyes and tries to sit up. Ramda gently pushes him back and strokes his head. Calling for silence, she explains to the crowd what has happened. They gasp.

Romiden turns to you. "Thank you," he murmurs. "You are now the rightful ruler of Venturia."

"No, sir!" you tell him. "I want to give the Z-ring to you. You are the true leader."

"Again I must thank you," Romiden insists. "All of Venturia thanks you. Will you stay and join our victory celebration?"

"I'd really like to," you tell him, "but I'd better get home before somebody discovers I'm missing."

"I understand," he agrees. "Place both hands upon the Z-ring. Close your eyes and repeat the password phrase."

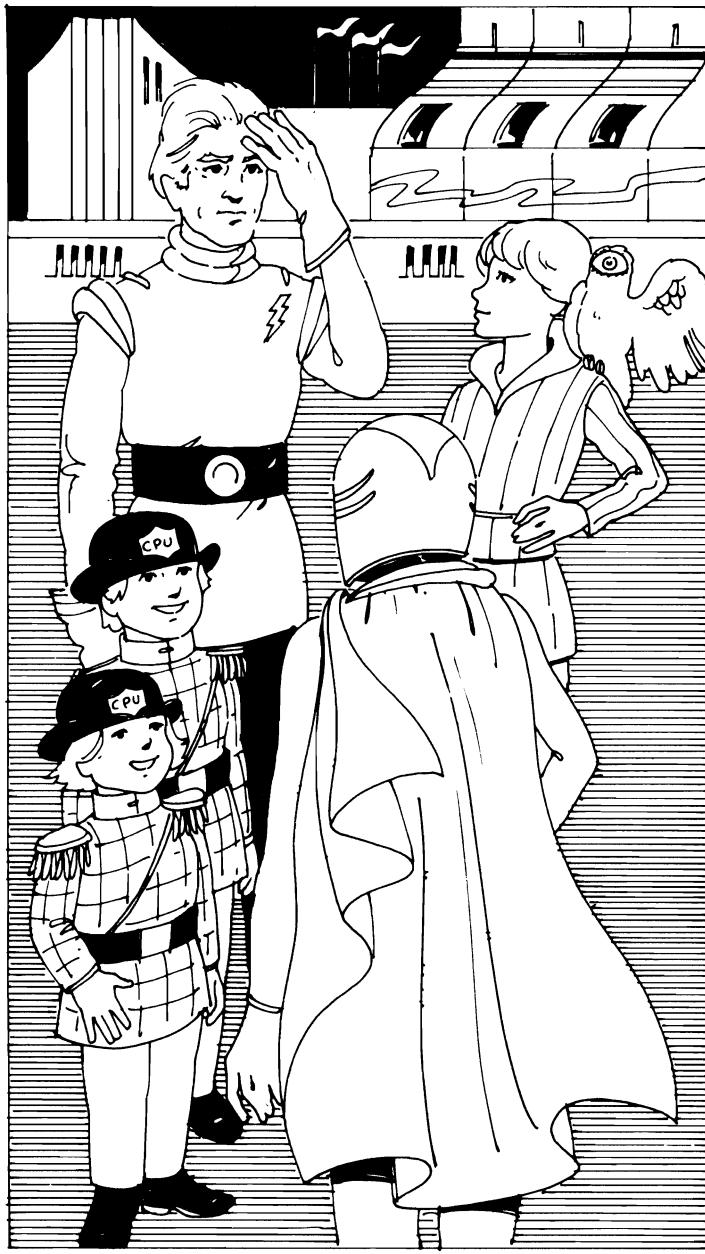
"Wait!" says Ramda. "Before you go I must thank you for all you've done. I can never repay you."

"Nor I," adds Vidi.

Pixer and Poke grab both your arms. "Good-bye!" they tell you.

Max slaps you on the back as you place your hands over the magic ring. You close your eyes and slowly repeat the password phrase:

"Riders of the light,
From the land of the night,
Will pass through the glass
Of lightning's window."


CPU
CPU

A cool breeze sweeps you off the ground. A wet mist tingles against your skin. You float and roll through the air until you land on the ground. The clinging fog disappears and you open your eyes.

"I'm in my room!" you exclaim.

You glance at your computer's monitor. A message is printed on the screen. It says, "COME AGAIN SOON!"

THE END

APPENDIXES

What You Need to Know to Type in the Programs

When typing in the computer game listings of this book, you must be extremely careful. There are several things you can do to make sure that your program will run properly.

The Computers Compatible with This Book

The programs will run on these computers: the Commodore 64, the Apple II family; and the Radio Shack Color Computer (CoCo).

The Commodore 64 listings will run *only* on a Commodore 64; they will not run on any other Commodore machines.

The Apple II listings are written for the Apple II family of computers that run Applesoft Basic, such as the Apple II+, IIe, and IIc computers. The programs in this book will not run on any model using Apple Integer BASIC.

The Radio Shack Color Computer listings are written for all CoCo models with at least 16K of memory. You do not

need Extended Color Basic. The programs will not run on the Radio Shack TRS-80 Models I, II, III, or 4. *Note:* If you have a 16K machine, type:

```
POKE 25,6:NEW
```

and press RETURN before typing any listings. This will give you more memory.

How to Type in the Listings

As you read the story and make your video game program choices, carefully mark these on the Option Sheet on page 128. Type in the programs as you go along or read the story straight through and type them in later. In either case, be sure to type in only one of two choices for each of the seven pieces of the program.

There are seven major parts to the program, each of which has an A, B and C segment to type in. You always choose *between* the A or B segment listings and you always add the C segment listing to A or B.

For example, if you want your Terminal Test screen to have Metal Mountains (but no Hydrolakes) then you will want to type in the segment 7A listing. You will *not* type in the segment 7B listing. You will still type in the segment 7C listing.

Use the correct listing for your brand of computer. The program segments for the Commodore 64 (C64), Apple II family (Apple), and Radio Shack Color Computer are given on separate pages; be sure to follow the directions that will take you to the correct pages to type.

If you aren't using a computer, mark your choices on the Option Sheet on page 128. See the result of your choices by reading the video game simulation on page 102.

If you have any trouble getting your program to run, proofread your listings carefully. If there is one mistake, your program will not run. The best way to do this is to have a friend read what is in the book aloud while you compare it to a printout or a screen listing of what you have typed. Or read the printed listing into a tape recorder and play it back while you examine your own typing.

Whether you have a tape recorder or disk drive, save your work every few minutes and keep track of what program lines are saved where. One power failure that lasts a microsecond can wipe out an evening's work!

The longer you type without resting, the more likely you are to make a mistake. Try not to type for more than an hour at a time. One of the reasons that *Arcade Explorers* is broken up into segments is so that you can type in each part separately and easily.

As you type in each line, check to see that it isn't continued on the next line before you press RETURN. Get in the habit of looking at the next line number. If the next line is indented, it is part of the line before.

You will need to use a joystick to play the game. Plug in your joystick (read the specific instructions for your computer's joystick in "How to Play the Game" on page 123).

Once you have typed in the program correctly and it runs, feel free to experiment! Each part of the program is identified with a REM statement. For example:

```
1500 REM MAIN LOOP
```

tells you that the main loop of the program starts at line 1500. By looking at all the REM statements, you can analyze how the program works.

However, the authors of this book take no responsibility for any program modifications you may make. Remember, you can't hurt your computer by changing a program, so go ahead and experiment! By studying the way that the pro-

gram changes as you type in different segments, you can learn how programs can be modified.

In Case of Errors

If you get an error message after you type in your program and then run it, consult your computer's manual to see what the error might be and where it may occur in the listing. Be sure that you are typing in exactly what is on the printed page! Double check the numeral 0 (zero) and the letter **o** (oh) and the numeral 1 (one) and the letter **l** (el). They are easy to confuse.

If all else fails, save everything to tape or disk and turn your computer off. Get a good night's sleep and come back the next day with fresh eyes. There are approximately 8000 keystrokes in the program, and it is easy to make a typo! Take it slow and easy and you will have a game that you can modify again and again.

Index of Listing Conventions

For the Apple and CoCo listings, you can type in exactly what you see. Some of the program lines are too long to fit on the page—they are continued on the line immediately below and are indented whenever possible. Ignore any spaces that are *not* in between quotes.

For the Commodore 64, certain listing conventions are used. The following chart shows you what cursor and color keys to press:

LISTING	You Type
{BLK}	CTRL-1
{WHT}	CTRL-2
{RED}	CTRL-3
{CYAN}	CTRL-4
{PURP}	CTRL-5
{GRN}	CTRL-6
{BLUE}	CTRL-7
{YELO}	CTRL-8
{RVON}	CTRL-9
{RVOF}	CTRL-0 (zero)
{ORNG}	CMMD-1
{BRN}	CMMD-2
{LRED}	CMMD-3
{GRY1}	CMMD-4

(Continued on the next page.)

LISTING	You Type
{GRY2}	CMMD-5
{LGRN}	CMMD-6
{LBLU}	CMMD-7
{GRY3}	CMMD-8
{C/DN}	Cursor/down
{C/UP}	Cursor/up
{C/RT}	Cursor/right
{C/LF}	Cursor/left
{HOME}	Home
{CLR}	Clr
{F1}–{F8}	Function Keys

CTRL = control key
CMMD = Commodore key

Program Options

After you have created your game once, you may want to go back again and try different options. Follow this chart to see what game options are on which page:

Option	Program Lines	Page Numbers C64	Apple	CoCo
1A AC Rivers	1000–1100	130	146	162
1B DC Tunnels	1000–1300			
2A Leap Over Electrorocks	2000–2100	132	148	164
2B Blast Electrorocks	2000–2300			
3A Drop Bombs on Negabeasts	3000–3100	134	150	166
3B Shoot Negabeasts	3000–3300			
4A Metal Mountains	4000–4100	136	152	168
4B Hydrolakes	4000–4300			
5A Add Minutes from Electrorocks	5000–5100	138	154	170
5B Lose Turn from Electrorocks	5000–5300			

Option	Program Lines	Page Numbers C64	Apple	CoCo
6A Stronger Negabeasts	6000–6100	140	157	172
6B Fewer Turns	6000–6300			
7A Power Station Adds Fuel	7000–7300	142	159	174
7B Power Station Subtracts Minutes	7000–7300			

The C segments follow directly afterward on the same page. All C line numbers start at an even 500; for example, the lines for segment 5C start at 5500 and will go no higher than 5999.

How to Play the Game

Introduction

You must win the difficult Terminal Test, the final game of the CPU tournaments. If you lose, Romiden will die and the evil Hex Raster and his gang will destroy Venturia and all computers here on Earth!

To save Venturia, you must pilot your speedy vibrovan safely through a deadly obstacle course. Along the way, you will encounter moving objects. Some objects are dangerous and others can help you. You must move your vehicle successfully through the course until the allotted number of binary minutes are up.

When the game starts, your vibrovan will be in the center of the screen. It will stay there unless you move it with a joystick, but the other objects on the screen will be rolling from top to bottom. You must decide where to move and when. Sometimes your best move will be to let objects go past you and other times you must get out of the way quickly!

The Terminal Test obstacle course is filled with many different kinds of objects. During the earlier parts of the CPU tournament, you made choices that determined what kinds of objects will be on the course and how they will affect you.

Choice 1

When you arrived at Venturia, you chose between AC rivers or DC tunnels. If you selected the AC rivers and your van touches one during the game, it will plunge right in. You won't know which direction the river flows, but it will carry you safely to one end of the horizontal river or the other.

If you selected the DC tunnels, your vehicle will disappear from the screen when you enter a tunnel entrance. The van will reappear at a unknown location no more than ten spaces away from where you entered.

Choice 2

Scattered throughout the screen are deadly electrorocks, which you must avoid. When you chose between Byte Ball and Data Tennis, you also were choosing the *method* of dealing with electrorocks. Depending on your choice, you either have the ability to leap over electrorocks or blast them out of the way.

Choice 5

When you chose between Crystal Sailing and Silicon Skiing, you also chose what happens when you hit an electrorock. Depending on your choice, you will either add binary minutes to the total number needed to win the game, or you will lose one of your turns.

You start out the game with a certain number of turns. If you lose a turn, the screen will go blank and you'll start over again in the center. If you lose all your turns, the game is over and you will have lost the entire game.

Choice 3

Four hungry negabeasts will chase your van. They are

your enemies and will follow you no matter where you try to move. If a negabeast touches you, you will lose a turn. Negabeasts start out in the four corners of the screen.

After winning giant Robot Racing, you received the *method* of dealing with negabeasts. You chose to drop bombs in their path or shoot them. Negabeasts follow you in a straight line, so if you drop a bomb in their way, they'll smash right into it and die.

Shooting negabeasts will also kill them. Any time a negabeast dies, another is created in one of the corners of the screen. There will always be four negabeasts to follow you.

Choice 4

At the Maze of Math, you chose whether to have Metal Mountains or Hydrolakes in your obstacle course. Metal Mountains can be crossed, but you will use up extra fuel for doing so.

Hydrolakes are full of an acid that will destroy your van. If you hit a lake you will lose your turn. Luckily, each lake has a uniboat on its shore. If you enter the uniboat, you can cross the Hydrolake safely.

Choice 7

You will encounter power stations on the course. Depending on your Laser Joust choice, these stations will either add fuel to your van or subtract binary minutes from the total left before the game can end.

Choice 6

When Ramda played Thermal Polo, she obtained the micromedal that gave you a choice between stronger negabeasts and fewer turns. Stronger negabeasts have the power to smash their way across rivers, tunnels, lakes, mountains,

power stations, and electrorocks. To compensate, you will have more turns with this choice.

Weaker negabeasts cannot cross any obstacles and will die upon hitting any object (except you). Choosing weaker negabeasts also means you have fewer turns to play the game.

Scoring

You start the game with a certain amount of fuel. Each time you move your vehicle with the joystick, you burn up one unit of fuel. If you don't move your joystick, your vehicle drifts automatically through the course and does not use up fuel. If you run out of fuel, you cannot move your van from its automatic course, and you will drift helplessly until you hit an obstacle or the game is over.

The binary minutes remaining and the amount of fuel left will be displayed at the bottom of the screen. Each time you lose a turn, you will be told how many turns are remaining.

If you lose all your turns, the game is over and you have lost. The remaining fuel and binary minutes will be displayed and you can try again.

You can win the Terminal Test only by completing the obstacle course in the allotted number of binary minutes. If you win, you will be shown the amount of fuel you had left, and you can play again.

Drive your vibrovan carefully, keeping a sharp lookout for any obstacles in your path! Romiden's life and the fate of all computers depends on your skill and daring. Only *you* can save Venturia!

Specific Instructions for Each Computer

Commodore 64: Use joystick port 2 for your joystick. Use

the [F1] button to kill negabeasts. Use the [F7] button to deal with electrorocks.

Apple: Adjust your joystick so that it will move the vehicle smoothly. Use either joystick button to kill negabeasts. Use the spacebar to deal with electrorocks.

Radio Shack CoCo: Adjust your joystick so that it will move the vehicle smoothly. Use the *right* joystick port. Use the joystick fire button to kill negabeasts. Use the spacebar to deal with electrorocks. If you have a 16K machine, type:

```
POKE 25,6:NEW
```

and press RETURN before you do *any* typing. This will give you the maximum amount of memory available.

Remember, Romiden's life and the fate of all computers depends on your actions!

Option Sheet

Mark your choices as you make them:

Segment 1
Choice 1A: AC Rivers_____
Choice 1B: DC Tunnels_____

Segment 2
Choice 2A: Leap Over Electrorocks_____
Choice 2B: Blast Electrorocks_____

Segment 3
Choice 3A: Drop Bombs on Negabeasts_____
Choice 3B: Shoot Negabeasts_____

Segment 4
Choice 4A: Metal Mountains_____
Choice 4B: Hydrolakes_____

Segment 5
Choice 5A: Add Minutes from Electrorocks_____
Choice 5B: Lose Turn from Electrorocks_____

Segment 6
Choice 6A: Stronger Negabeasts_____
Choice 6B: Fewer Turns_____

Segment 7
Choice 7A: Power Station Adds Fuel_____
Choice 7B: Power Station Subtracts Minutes_____

COMMODORE 64 GAME PROGRAM

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
100 REM ARCADE EXPLORERS GAME 2
200 REM REVENGE OF THE RASTER GANG
300 REM COPYRIGHT SETH MCEVOY & LAURE SMITH
400 REM PUBLISHED BY DELL BOOKS, INC.
500 GOTO 8600
1000 REM RIVERS OR TUNNELS
1100 GOSUB 4500:RETURN
```

1-b

```
100 REM ARCADE EXPLORERS GAME 2
200 REM REVENGE OF THE RASTER GANG
300 REM COPYRIGHT SETH MCEVOY & LAURE SMITH
400 REM PUBLISHED BY DELL BOOKS, INC.
500 GOTO 8600
1000 REM RIVERS OR TUNNELS
1300 GOSUB 4700:RETURN
```

1-c

```
1500 REM MAIN LOOP
1505 EF=0
1510 GOSUB 2500:REM SCROLL SCREEN
1520 GOSUB 1800:REM TICK
1530 GOSUB 2700:REM MOVE HERO
1535 IF ER<>32 THEN GOSUB 2900
1540 GOSUB 5500:REM MOVE ENEMIES
1570 GET G$:IF G$<> "" THEN GOSUB 6800
1580 IF EF<>0 THEN GOTO 6600
1590 GOTO 1500
1600 REM RANDOM Y/N
1605 YN=0:IF RND(0)>RN THEN YN=1
1610 RETURN
1700 REM RANDOM COL
```

1-c Continued

```
1705 CL=INT(RND(0)*39)+1
1710 RETURN
1800 REM TICK
1805 POKE V+3,9:POKE V+5,0:POKE V+6,240
1810 POKE V,45:POKE V+1,50:POKE V+4,65
1820 POKE V+4,64:RETURN
1900 REM BLAST SOUND
1905 POKE V+1,9:POKE V+5,4:POKE V+6,72
1910 POKE V+4,129:POKE V+4,128:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 20.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000  REM  JUMP OR BLAST ELECTROROCKS
2100  GOSUB 7500: RETURN
```

2-b

```
2000 REM JUMP OR BLAST ELECTROROCKS
2300 GOSUB 7600:RETURN
```

2-c

```
2500 REM UPDATE STRING
2505 FORI=1TO40:AS(I)=32:AC(I)=15:NEXT
2510 GOSUB 1000
2520 GOSUB 3700
2600 REM MAKE ELECTROROCKS
2610 FORI=1TO2:GOSUB 1700:AS(CL)=35:AC(CL)=1
2640 NEXT:RN=.1:GOSUB 1600:IF -YN THEN 2660
2650 GOSUB 1700:AS(CL)=16:AC(CL)=4
2660 GOSUB 3500:RETURN
2700 REM VIBROVAN MOVE
2705 C=PEEK(JS)AND FT:MX=0:MY=0
2708 IF FU<1 THEN 2730
2710 IF C=14 THEN MY=-1
2715 IF C=7 THEN MX=1
2720 IF C=13 THEN MY=1:GOSUB 2760
2725 IF C=11 THEN MX=-1
2727 IF C<>FT THEN GOSUB 7700:FU=FU-1
2730 POKE VP-40,ER
2735 C=VP+MX+40*MY:IF C<SC+40 OR C>(2*SC-69)
    THEN 2700
2737 VX=VX+MX:VY=VY+MY:IF VX<1 OR VX>39 THEN
    VX=VX-MX:VY=VY-MY:GOTO2700
2738 IF VY<1 OR VY>22 THEN VX=VX-MX:VY=VY-MY
   :GOTO 2700
```

2-c Continued

```
2739 ER=PEEK(VP+MX+40*MY):IF ER=32 THEN SP=0
2740 VP=C:POKE VP,160:POKE VP+DF,0:RETURN
2760 REM FORWARD JUMP
2765 TT=ER:ER=PEEK(VP):IF ER=102 OR ER=209 T
   HEN ER=TT:RETURN
2770 GOSUB 2900:ER=TT:POKE VP+DF,0
2780 RETURN
2900 REM COLLISIONS
2905 IF ER=35 THEN GOSUB 5000
2910 IF ER=102 THEN GOSUB 4600
2915 IF ER=209 THEN GOSUB 4750
2920 IF ER=141 THEN FU=FU-2
2925 IF ER=151 AND SP=0 THEN EF=3
2930 IF ER=16 THEN SA=20:GOSUB 7800:GOSUB 70
   00
2935 IF ER=43 THEN GOSUB 7800:SF=1
2940 IF ER=88 THEN EF=2
2950 IF ER=32 THEN SP=0
2990 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 36.

TYPE SEGMENT A OR B. THEN TYPE SEGMENT C.

3-a

```
3000 REM DROP BOMBS OR SHOOT NEGABEASTS
3100 GOSUB 5700:RETURN
```

3-b

```
3000 REM DROP BOMBS OR SHOOT NEGABEASTS
3300 FORI=1TO8:KE(I)=KE(I+8):NEXT:GOSUB 5800
   :RETURN
```

3-c

```
3500 REM PRINT LINE
3505 DI=DI-1:IF DI<1 THEN 6700
3510 FORI=1TO40
3520 POKE BL+I,AS(I):POKE BL+I+DF,AC(I):NEXT
3540 A$="{RVON}{GRY2} FUEL "+STR$(FU)+"  TIM
   E "+STR$(DI)+"  TURNS "+STR$(LV)+"  {RVOF}
3555 PRINT A$:FORI=0TO6:POKE SL+I,160:POKE S
   L+I+DF,12:NEXT:RETURN
3600 REM INIT BIG OB
3605 LB=INT(RND(0)*5)+3:GOSUB 1700
3615 IF CL<8 OR CL>31 THEN 3605
3620 MB=1:CB=CL:RETURN
3650 REM CREATE BIG OB SEGMENT
3655 WB=INT(RND(0)*3)+3
3660 FORI=CB-WB TO CB+WB
3665 AS(I)=BB:AC(I)=BC:NEXT:MB=MB+1
3675 IF BB=141 OR MB>2 THEN RETURN
3680 AS(CB)=43:AC(CB)=4:RETURN
3700 REM BIG OBJECTS
3705 IF MB>0 THEN 3720
3710 RN=.2:GOSUB 1600
3715 IF -YN THEN RETURN
3717 GOSUB 3600
```

3-c Continued

```
3720 IF LB-MB=<0 THEN MB=0:RETURN
3725 GOSUB 3650:RETURN
3800 REM SPRING SOUND
3810 POKE V,30:POKE V+1,25
3820 POKE V+2,224:POKE V+3,124
3830 POKE V+5,51:POKE V+6,204
3840 POKE V+24,14:POKE V+4,65
3850 POKE V+4,64:RETURN
3900 REM RIVER SOUND
3905 POKE V,246:POKE V+1,84
3910 POKE V+7,0:POKE V+8,70
3915 POKE V+5,100:POKE V+6,138
3920 POKE V+12,100:POKE V+13,138
3925 POKE V+24,14
3930 POKE V+4,33:POKE V+11,129
3932 FORJ=1TO200:NEXT
3935 POKE V+4,32:POKE V+11,128
3940 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 51.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM MOUNTAINS OR LAKES
4100 BB=141:BC=9:RETURN
```

4-b

```
4000 REM MOUNTAINS OR LAKES
4300 BB=151:BC=6:RETURN
```

4-c

```
4500 REM RIVERS
4505 IF RND(0)>.3 THEN RETURN
4510 GOSUB 1700:RL=INT(RND(0)*10)+5
4515 CL=CL+2:IF RL+CL>38 THEN 4510
4520 FORI=CL TO CL+RL
4525 AS(I)=102:AC(I)=6:NEXT:RETURN
4600 REM RIVER MOVE
4610 GOSUB 3900:POKE VP,ER:POKE VP+DF,6
4615 RN=.5:GOSUB 1600
4620 FL=1:IF YN=1 THEN FL=-1
4625 IF PEEK(VP+FL)<>102 THEN FL=-FL
4630 VP=VP+FL:VX=VX+FL
4635 IF PEEK(VP+FL)=102 THEN 4630
4640 VP=VP+FL:VX=VX+FL:ER=32
4645 POKE VP,160:POKE VP+DF,0:RETURN
4700 REM TUNNELS
4710 IF RND(0)>.3 THEN RETURN
4720 GOSUB 1700:IF CL>39 THEN CL=39
4730 AS(CL)=209:AC(CL)=9:RETURN
4750 REM TUNNEL MOVE
4752 GOSUB 3800
4755 POKE VP,209:POKE VP+DF,9:RN=6
4760 GOSUB 4790:MX=JP:GOSUB 4790:MY=JP
4765 C=MX+40*MY+VP
```

4-c Continued

```
4766 IF PEEK(C)<>32 THEN 4760
4767 IF VX+MX>36 THEN 4760
4768 IF VX<1 OR VX>39 THEN 4760
4769 IF C<SC+40 OR C>2*SC-69 THEN 4760
4770 VX=VX+MX:VY=VY+MY
4772 VP=C:ER=32:POKE VP,160:POKE VP+DF,0
4780 RETURN
4790 JP=INT((RND(0)*RN+6)*(INT(RND(0)*3)-1))
   :RETURN
4800 REM GET ELECTROROCKS SOUND
4810 FORI=1TO20:POKE V+1,I*3+50:POKE V+6,I
4840 POKE V+4,65:POKE V+4,64:NEXT:RETURN
4900 REM GET NEGABEASTS SOUND
4910 FORI=1TO20:POKE V+1,100-I*5:POKE V+6,I
4940 POKE V+4,65:POKE V+4,64:NEXT:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 64.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000 REM E-ROCKS ADD MINUTES OR LOSE TURN
5100 DI=DI+10:RETURN
```

5-b

```
5000 REM E-ROCKS ADD MINUTES OR LOSE TURN
5300 EF=1:RETURN
```

5-c

```
5500 REM MOVE NEGABEASTS
5505 FORI=1TO4:TF=0:PF=0
5507 IF TP(I)<SC+40 OR TP(I)>(2*SC-69) THEN
   RETURN
5510 IF PEEK(TP(I)-40)=88 THEN GOTO 5515
5512 TP(I)=TE(I):GOSUB 5600
5515 POKE TP(I)-40,32:C=TP(I)-SC
5520 TY=INT(C/40)+1:TX=C-TY*40+41
5525 AX=ABS(VX-TX):AY=ABS(VY-TY):XD=0:YD=0
5527 IF AX>AY THEN 5550
5528 PF=1
5530 IF TY>VY THEN YD=-1:GOTO 5560
5540 YD=+1:GOTO 5560
5550 IF TX<VX THEN XD=1:GOTO 5560
5555 XD=-1
5560 C=TP(I)+XD+40*YD:TF=TF+1
5562 IF PEEK(C)=160 THEN EF=2:GOTO 5570
5563 IF PEEK(C)=171 THEN C=TE(I):GOTO 5570
5564 IF SE=1 THEN 5570
5565 IF PEEK(C)<>32 THEN 5590
5570 TP(I)=C:POKE C,88:POKE C+DF,0
5580 NEXT:RETURN
5590 IF TF>1 THEN GOTO 5580
5592 IF PF=0 THEN 5528
```

5-c Continued

```
5595 GOTO 5550
5600 REM CREATE NEGABEASTS
5605 IF PEEK(TP(I))=160 THEN EF=2
5610 POKE TP(I)-40,88:POKE TP(I)+DF-40,0:RET
   URN
5700 REM DROP BOMBS
5705 GOSUB 4900:FORI=1TO8
5720 C=PEEK(VP+KE(I))
5730 IF C<>32 AND C<>88 THEN 5750
5740 POKE VP+KE(I),171:POKE VP+KE(I)+DF,2
5750 NEXT:FU=FU-3:RETURN
5800 REM SHOOT NEGABEASTS
5805 GOSUB 4900:FORI=1TO8
5815 C=PEEK(VP+KE(I))
5820 IF C<>32 AND C<>88 THEN 5830
5825 POKE VP+KE(I),87:POKE VP+KE(I)+DF,2
5835 NEXT:FORI=8 TO 1 STEP -1
5840 C=PEEK(VP+KE(I))
5845 IF C=87 THEN POKE VP+KE(I),32
5850 NEXT:FU=FU-3:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 77.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000 REM STRONGER BEASTS OR LESS TURNS
6100 SE=1:LV=5:RETURN
```

6-b

```
6000 REM STRONGER BEASTS OR LESS TURNS
6300 SE=0:LV=10:RETURN
```

6-c

```
6500 REM OPENING
6503 POKE 53281,15:POKE 53280,12
6505 PRINT:PRINT"{CLR}{C/DN}READ THE BOOK FO
   R INSTRUCTIONS!"
6510 PRINT:PRINT"OBJECTS ON THE COURSE:"
6515 PRINT"  {C/DN}VIBROVAN":{LGRN}"  {C/DN}
   ELECTROROCK"
6520 PRINT"  {C/DN}NEGABEAST":{LGRN}"  {C/DN
   }RIVER"
6525 PRINT"  {C/DN}TUNNEL":{LGRN}"  {C/DN}MO
   UNTAIN"
6530 PRINT"  {C/DN}LAKE":{LGRN}"  {C/DN}BOAT
6535 PRINT"  {C/DN}POWER STATION"
6540 DATA 160,0,35,1,88,0,102,6,209,9,141,9,
   151,6,43,4,16,4
6545 K=1224:FORI=0TO8
6550 READ K1,K2:POKE K+I*80,K1:POKE K+I*80+5
   4272,K2:NEXT
6590 PRINT"{C/DN}{RVON} PRESS ANY KEY {RVOF}
6592 GET G$:IF G$="" THEN 6592
6595 RETURN
6600 REM LOSE TURN
6605 GOSUB 1900
```

6-c Continued

```
6610 PRINT "{CLR}{C/DN}{C/DN}{WHT}YOU LOSE A
    TURN!"
6612 IF EF=1 THEN PRINT:PRINT"YOU HIT AN ELE
   CTROROCK!"
6614 IF EF=2 THEN PRINT:PRINT"A NEGABEAST GO
   T YOU!!"
6616 IF EF=3 THEN PRINT:PRINT"BLUB! YOU DROW
   NED!"
6640 LV=LV-1:IF LV<1 THEN 6760
6645 PRINT:PRINT"YOU HAVE";LV;"TURNS LEFT"
6650 PRINT:PRINT"PRESS ANY KEY TO CONTINUE"
6695 GET G$:IF G$="" THEN 6695
6697 GOTO 8500
6700 REM YOU WIN
6705 FORK=1TO3:GOSUB 4800:NEXT
6710 PRINT"{CLR}{C/DN}YOU WIN THE GAME
6720 PRINT:PRINT"YOUR FINAL SCORE:"
6730 PRINT:GOSUB 3540
6740 PRINT:PRINT"PRESS ANY KEY TO PLAY AGAIN
6745 GET G$:IF G$="" THEN 6745
6750 RUN
6760 PRINT:PRINT"YOU LOST THE GAME!"
6765 GOTO 6720
6800 REM KEYBOARD INPUTS
6810 POKE 198,0
6820 IF G$="{F7}" THEN {F2} 2000
6830 IF G$="{F1}" THEN {F2} 3000
6890 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 84.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a

```
7000 REM CHANGE FUEL OR MINUTES
7100 FU=FU+SA:RETURN
```

7-b

```
7000 REM CHANGE FUEL OR MINUTES
7300 DI=DI-SA:RETURN
```

7-c

```
7500 REM JUMP OVER ROCKS
7505 GOSUB 4800:C=PEEK(VP+120)
7520 IF C<>32 THEN RETURN
7525 IF VP>2*SC-69-120 THEN RETURN
7530 POKE VP,32:VP=VP+120:VY=VY+3
7555 POKE VP,83:POKE VP+DF,2
7560 FU=FU-3:RETURN
7600 REM SHOOT ROCKS
7605 IF VP>2*SC-69-120 THEN RETURN
7610 FORI=1TO3:C=PEEK(VP+40*I)
7625 IF C=35 THEN C=32
7630 DP(I)=C
7635 POKE VP+40*I,22:POKE VP+40*I+DF,2
7640 NEXT:GOSUB 4800:FORJ=1TO50:NEXT
7650 FOR I=3 TO 1 STEP -1
7652 FORJ=1TO200:NEXT
7655 POKE VP+40*I,DP(I)
7660 NEXT:FU=FU-3:RETURN
7700 REM MOVER SOUND
7710 FORI=1TO5:POKE V+1,50-I*4:POKE V+6,I
7740 POKE V+4,65:POKE V+4,64:NEXT:RETURN
7800 REM BONUS SOUND
7805 FORI=1TO10:GOSUB 1800:NEXT:RETURN
```

7-c Continued

```
8500 REM EVERY INIT
8505 POKE 53280,12:REM BORDER
8510 POKE 53281,15:REM BACKGROUND
8515 PRINT"{CLR}"
8520 FORI=1TO22:PRINT"{C/DN}";
8522 NEXT:PRINT
8525 VX=18:VY=11:VP=SC+VX+(40*VY)-41
8530 FORI=1TO4:TP(I)=TE(I):NEXT
8565 MB=0:ER=32:GOTO 1500
8600 REM FIRST INIT
8605 GOSUB 6500
8610 JS=56320:FT=15:FU=200:DI=500
8620 DIM AS(40),TE(4),TP(4),DP(10),AC(40)
8625 DIM KE(16):FORI=1TO16:READ KE(I):NEXT
8626 DATA -41,-40,-39,-1,1,39,40,41
8627 DATA -40,-80,-1,-2,1,2,40,80
8630 SC=1024:CS=55296:DF=CS-SC
8635 BL=SC+23*40-1:SL=BL+34
8640 DATA 3,3,35,3,3,22,35,22
8645 FORI=1TO4:READ MX:READ MY
8647 TE(I)=SC+MX+(40*MY)-41
8648 TP(I)=TE(I):NEXT
8650 GOSUB 4000:GOSUB 6000
8660 V=54272:FORI=1TO24:POKE V+I,0:NEXT:POKE
     V+24,15
8690 GOTO 8500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 97.

APPLE II
GAME PROGRAM

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
100  REM   ARCADE EXPLORERS GAME 2
110  REM  REVENGE OF THE RASTER GANG
120  REM  COPYRIGHT SETH MCEVOY & LAURE SMITH
130  REM  PUBLISHED BY DELL BOOKS, INC.
150  GOTO 8600
1000  REM  RIVERS OR TUNNELS
1100  GOSUB 4500: RETURN
```

1-b

```
100  REM   ARCADE EXPLORERS GAME 2
110  REM  REVENGE OF THE RASTER GANG
120  REM  COPYRIGHT SETH MCEVOY & LAURE SMITH
130  REM  PUBLISHED BY DELL BOOKS, INC.
150  GOTO 8600
1000  REM  RIVERS OR TUNNELS
1300  GOSUB 4700: RETURN
```

1-c

```
1500  REM  MAIN LOOP
1505 EF = 0:BUZZ =  PEEK (49200)
1510  GOSUB 2500: REM  SCROLL
1530  GOSUB 2700: REM  HERO MOVE
1535  IF ER <  > 160 THEN  GOSUB 2900
1540  GOSUB 5500: REM  MOVE BEASTS
1550  IF  PEEK (49249) > 127 THEN  GOSUB 2000
   : REM  FB#0 ELECTROROCKS
1560  IF  PEEK (49250) > 127 THEN  GOSUB 3000
   : REM  FB#1 NEGABEASTS
1580  IF EF <  > 0 THEN 6600
1590  GOTO 1500
1600  REM  RANDOM Y/N
```

1-c Continued

```
1605 YN = 0: IF  RND (1) ) RN THEN YN = 1: RE
   TURN
1700  REM  RANDOM COL
1705 CL =  INT ( RND (1) * 39) + 1
1710  RETURN
1900  REM  BLAST SOUND
1905  FOR YY = 1 TO 3:DU = 30:FR = 200: GOSUB
    6850: NEXT : RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 20.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM JUMP OR BLAST ELECTROROCKS
2100 GOSUB 7500:RETURN
```

2-b

```
2000  REM  JUMP OR BLAST ELECTROROCKS
2300 : GOSUB 7600: RETURN
```

2-c

```
2500  REM  UPDATE STRING
2505  FOR I = 1 TO 40:AS(I) = 160: NEXT
2510  GOSUB 1000
2520  GOSUB 3700
2600  REM  MAKE E-ROCKS
2610  FOR I = 1 TO 2
2615  GOSUB 1700:AS(CL) = 163: NEXT
2640 RN = .1: GOSUB 1600: IF  - YN THEN 2660
2650  GOSUB 1700:AS(CL) = 208
2660  GOSUB 3500
2690  RETURN
2700  REM  VIBROVAN MOVE
2705 MX = 0:MY = 0
2707  IF FU < 1 THEN 2735
2710 PH =  PDL (0):PV =  PDL (1)
2715  IF PV < 55 THEN MY =  - 1
2720  IF PV > 200 THEN MY = 1: GOSUB 2790
2725  IF PH < 55 THEN MX =  - 1
2730  IF PH > 200 THEN MX = 1
2732  IF  ABS (MX) +  ABS (MY) <  > 0 THEN  G
   OSUB 7700:FU = FU - 1
2735 V = VY - 1:H = VX: GOSUB 6900: POKE P,ER
2740 V = VY + MY:H = VX + MX: GOSUB 6900
```

2-c Continued

```
2745 VX = VX + MX:VY = VY + MY: IF VX < 1 OR
   VX > 39 THEN 2760
2750  IF VY < 2 OR VY > 22 THEN 2760
2755 ER =  PEEK (P): GOTO 2765
2760 VX = VX - MX:VY = VY - MY: GOTO 2700
2765  IF ER = 160 THEN SP = 0
2770 VP = P: POKE VP,32: RETURN
2790 TT = ER:ER =  PEEK (VP): IF ER = 189 OR
   ER = 207 THEN ER = TT: RETURN
2795  GOSUB 2900:ER = TT: RETURN
2900  REM  COLLISIONS
2905  IF ER = 163 THEN  GOSUB 5000
2910  IF ER = 189 THEN  GOSUB 4600
2915  IF ER = 207 THEN  GOSUB 4750
2920  IF ER = 205 THEN FU = FU - 2
2925  IF ER = 215 AND SP = 0 THEN EF = 3
2930  IF ER = 208 THEN SA = 20: GOSUB 7800: G
   OSUB 7000
2935  IF ER = 171 THEN  GOSUB 7800:SP = 1
2940  IF ER = 24 THEN EF = 2
2950  IF ER = 160 THEN SP = 0
2990  RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 36.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

3-a

```
3000  REM  DROP BOMBS OR SHOOT NEGABEASTS
3100  GOSUB 5700: RETURN
```

3-b

```
3000  REM  DROP BOMBS OR SHOOT NEGABEASTS
3300  GOSUB 5800: RETURN
```

3-c

```
3500  REM  PRINT LINE
3505 DI = DI - 1: IF DI < 1 THEN 6700
3507  HTAB 1: VTAB 23
3510  FOR I = 1 TO 40
3520  PRINT  CHR$ (AS(I));
3525  NEXT
3530  INVERSE : PRINT " FUEL ";FU;" TIME ";DI
   ;" TURNS ";LV: NORMAL
3540  RETURN
3600  REM  INIT BIG OBJECT
3605 LB =  INT ( RND (1) * 5) + 3
3610  GOSUB 1700
3615  IF CL < 8 OR CL > 31 THEN 3610
3620 MB = 1:CB = CL: RETURN
3650  REM  CREATE BIG OB SEGMENT
3655 WB =  INT ( RND (1) * 3) + 3
3660  FOR I = CB - WB TO CB + WB
3665 AS(I) = BB: NEXT :MB = MB + 1
3675  IF BB = 205 OR MB > 2 THEN  RETURN
3680 AS(CB) = 171: RETURN
3700  REM  BIG OBJECTS
3705  IF MB > 0 THEN 3720
3710 RN = .2: GOSUB 1600
```

3-c Continued

```
3715  IF  - YN THEN  RETURN
3717  GOSUB 3600
3720  IF LB - MB =  < 0 THEN MB = 0: RETURN
3725  GOSUB 3650: RETURN
3800  REM  SPRING SOUND
3805  FOR ZZ = 1 TO 10: FOR Y = 1 TO 5:YY =
   PEEK (49200): FOR YZ = 1 TO ZZ: NEXT : NEX
   T : NEXT : RETURN
3900  REM  RIVER NOISE
3905  FOR YY = 20 TO 1 STEP  - 1:FR = YY * 10
    + 50:DU = 5: GOSUB 6850: NEXT : RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 51.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000  REM  MOUNTAINS OR LAKES
4100 BB = 205: RETURN
```

4-b

```
4000  REM  MOUNTAINS OR LAKES
4300 BB = 215: RETURN
```

4-c

```
4500  REM  RIVERS
4505  IF  RND (1) > .3 THEN  RETURN
4510  GOSUB 1700:RL =  INT ( RND (1) * 10) +
   5
4515 CL = CL + 2: IF RL + CL > 38 THEN 4510
4520  FOR I = CL TO CL + RL
4525 AS(I) = 61: NEXT : RETURN
4600  REM  RIVER MOVE
4605  GOSUB 3900
4610  POKE VP,ER
4615 RN = .5: GOSUB 1600
4620 FL = 1: IF YN = 1 THEN FL =  - 1
4625  IF  PEEK (VP + FL) <  > 189 THEN FL =
   - FL
4630 VP = VP + FL:VX = VX + FL
4635  IF  PEEK (VP + FL) = 189 THEN 4630
4640 VP = VP + FL:VX = VX + FL:ER = 160
4645  POKE VP,32: RETURN
4700  REM  TUNNELS
4710  IF  RND (1) > .3 THEN  RETURN
4720  GOSUB 1700: IF CL > 39 THEN CL = 39
4730 AS(CL) = 79: RETURN
4750  REM  TUNNEL MOVE
4752  GOSUB 3900
```

4-c Continued

```
4755  POKE VP,207:RN = 6
4760  GOSUB 4790:MX = JP: GOSUB 4790:MY = JP
4765 V = VY + MY:H = VX + MX: GOSUB 6900
4767  IF  PEEK (P) <  > 160 THEN 4760
4768  IF VX + MX > 39 OR VX + MX < 2 THEN 476
   0
4769  IF VY + MY > 20 OR VY + MY < 2 THEN 476
   0
4770 VX = VX + MX:VY = VY + MY
4772 VP = P:ER = 160: POKE VP,32: RETURN
4790 JP =  INT (( RND (1) * RN + 6) * ( INT (
    RND (1) * 3) - 1)): RETURN
4800  REM  GET ELECTROROCKS SOUND
4805  FOR Y = 5 TO 1 STEP  - 1:DU = 5:FR = Y
   * 30: GOSUB 6850: NEXT : FOR Y = 1 TO 5:FR
    = Y * 30: GOSUB 6850: NEXT : RETURN
4900  REM  GET NEGABEAST SOUND
4905 DU = 10: FOR Y = 1 TO 5:FR = 50: GOSUB 6
   850:FR = 200: GOSUB 6850: NEXT : RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 64.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000  REM  EROCKS ADD MIN OR LOSE TURN
5100 DI = DI + 10: RETURN
```

5-b

```
5000  REM  EROCKS ADD MIN OR LOSE TURN
5300 EF = 1: RETURN
```

5-c

```
5500  REM  MOVE NEGABEASTS
5505  FOR I = 1 TO 4:TF = 0:PF = 0
5510 H = TH(I):V = TV(I) - 1: GOSUB 6900: IF
    PEEK (P) = 24 THEN 5512
5511 TP(I) = TE(I):TV(I) = EV(I):TH(I) = EH(I
   ): GOSUB 5600
5512 H = TH(I):V = TV(I) - 1: GOSUB 6900: POK
   E P,160
5520 XD = 0:YD = 0
5525 AX =  ABS (VX - TH(I)):AY =  ABS (VY - T
   V(I))
5527  IF AX ) AY THEN 5550
5528 PF = 1
5530  IF TV(I) ) VY THEN YD =  - 1: GOTO 5560
5540 YD = 1: GOTO 5560
5550  IF TH(I) ( VX THEN XD = 1: GOTO 5560
5555 XD =  - 1
5560 H = TH(I) + XD:V = TV(I) + YD: GOSUB 690
   0:TF = TF + 1
5562  IF  PEEK (P) = 32 THEN EF = 2: GOTO 557
   0
```

5-c Continued

```
5563  IF  PEEK (P) = 58 THEN TV(I) = EV(I):TH
   (I) = EH(I):P = TE(I): GOSUB 3800: GOTO 55
   70
5564  IF SE = 1 THEN 5570
5565  IF  PEEK (P) <  > 160 THEN 5590
5570 TP(I) = P: POKE P,24
5575 TV(I) = TV(I) + YD:TH(I) = TH(I) + XD
5580  NEXT : RETURN
5590  IF TF > 1 THEN 5580
5592  IF PF = 0 THEN 5528
5595  GOTO 5550
5600  REM  CREATE BEAST
5605  IF  PEEK (TP(I)) = 32 THEN EF = 2
5610 H = TH(I):V = TV(I) - 1: GOSUB 6900: POK
   E P,24: RETURN
5700  REM  DROP BOMBS
5705  GOSUB 4900
5710  FOR I = 1 TO 3: FOR J = 1 TO 3
5720 V = VY + I - 2:H = VX + J - 2: GOSUB 690
   0
5722  IF I = 2 AND J = 2 THEN 5730
5723  IF  PEEK (P) <  > 160 THEN 5730
5725  POKE P,58
5730  NEXT : NEXT :FU = FU - 3: RETURN
5800  REM  SHOOT NEGABEATS
5805  GOSUB 4900
5810  FOR I = 1 TO 5
5820 V = VY + I - 3:H = VX: GOSUB 6900:DP(I)
   = P
5825 V = VY:H = VX + I - 3: GOSUB 6900:DP(I +
    5) = P
5827  NEXT
5830  FOR I = 1 TO 10
5835  IF  PEEK (DP(I)) = 24 THEN  POKE (DP(I)
   ),160: GOSUB 3800
```

Turn to page 156

5-c Continued

```
5840  IF  PEEK (DP(I)) = 160 THEN  POKE DP(I)
   ,162
5845  NEXT
5850  FOR I = 10 TO 1 STEP  - 1
5855  IF  PEEK (DP(I)) = 162 THEN  POKE DP(I)
   ,160
5860  NEXT :FU = FU - 3: RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 77.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000  REM  STRONGER BEASTS OR LESS TURNS
6100 SE = 1:LV = 5: RETURN
```

6-b

```
6000  REM  STRONGER BEASTS OR LESS TURNS
6300 SE = 0:LV = 10: RETURN
```

6-c

```
6500  REM  OPENING
6505  HOME : PRINT "READ THE BOOK FOR INSTRUC
   TIONS!"
6510  PRINT : PRINT "OBJECTS ON THE COURSE:"
6515  PRINT : PRINT " ";: INVERSE : PRINT " "
   ;: NORMAL : PRINT " VIBROVAN": PRINT " # E
   LECTROROCK"
6520  PRINT " ";: INVERSE : PRINT "X";: NORMA
   L : PRINT " NEGABEAST": PRINT " = RIVER"
6525  PRINT " O TUNNEL": PRINT " M MOUNTAIN"
6530  PRINT " W LAKE": PRINT " + BOAT"
6535  PRINT " P POWER STATION"
6590  PRINT : INVERSE : PRINT " PRESS ANY KEY
    ";: NORMAL
6595  GET G$: RETURN
6600  REM  LOSE TURN
6605  GOSUB 1900
6610  HOME : PRINT : PRINT "YOU LOSE A TURN!"
6612  IF EF = 1 THEN X$ = "YOU HIT AN ELECTRO
   ROCK!"
6614  IF EF = 2 THEN X$ = "A NEGABEAST GOT YO
   U!"
6616  IF EF = 3 THEN X$ = "BLUB! YOU DROWNED!
   "
```

Continue typing on the next page.

6-c Continued

```
6620  PRINT : PRINT X$
6640 LV = LV - 1: IF LV < 1 THEN 6750
6645  PRINT : PRINT "YOU HAVE ";LV;" TURNS LE
   FT"
6650  PRINT : INVERSE : PRINT " PRESS ANY KEY
   ";: NORMAL : GET A$: GOTO 8500
6700  REM  YOU WIN
6705  FOR K = 1 TO 3: GOSUB 4800: NEXT
6710  HOME : PRINT : PRINT "YOU WIN THE GAME!
   "
6720  PRINT : PRINT "YOUR FINAL SCORE:"
6725  PRINT : GOSUB 3530
6730  PRINT : INVERSE : PRINT " PRESS ANY KEY
   ";: NORMAL : GET A$: RUN
6750  REM  YOU LOSE
6755  PRINT : INVERSE : PRINT " YOU LOST THE
   GAME! ": NORMAL
6760  GOTO 6720
6800  REM   MUSIC ROUTINE ML
6805  REM   TYPE VERY CAREFULLY!
6810  DATA  0,0,172,0,3,174,1,3
6815  DATA  169,4,32,168,252,173,48,192
6820  DATA  232,208,253,136,208,239,206
6825  DATA  0,3,208,231,96,0,0,0,-1
6830 Z = 0: FOR I = 1 TO 31: READ B: POKE 767
    + I,B:Z = Z + B: NEXT
6835  READ B: IF B =  - 1 AND Z = 3411 THEN
   RETURN
6840  PRINT "MUSIC DATA WRONG!": STOP
6850  REM  PLAY MUSIC
6855  POKE 768,DU: POKE 769,FR
6860  CALL 770: RETURN
6900  REM  CONVERT H,V TO ADDRESS
6905 P = 895 + H + V * 128 - ( INT ((V - 1) /
    8) * 984): RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 84.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a

```
7000  REM  MORE FUEL OR LESS MINUTES
7100 FU = FU + SA: RETURN
```

7-b

```
7000  REM  MORE FUEL OR LESS MINUTES
7300 DI = DI - SA: RETURN
```

7-c

```
7500  REM  JUMP OVER ELECTROROCKS
7505  GOSUB 4800
7510 H = VX:V = VY + 3: GOSUB 6900: IF  PEEK
   (P) <  > 160 THEN  RETURN
7515  IF V > 21 THEN  RETURN
7530  POKE VP,160
7550 VP = P:VX = H:VY = V
7555  POKE VP,32:FU = FU - 3: RETURN
7600  REM  SHOOT ROCKS
7610  FOR I = 1 TO 3
7620 H = VX:V = VY + I: GOSUB 6900:C =  PEEK
   (P)
7625  IF C = 163 THEN C = 160: GOSUB 3800
7630 DP(I) = C
7635  POKE P,174
7640  NEXT : GOSUB 4800
7645  FOR J = 1 TO 50: NEXT
7650  FOR I = 3 TO 1 STEP  - 1
7655 H = VX:V = VY + I: GOSUB 6900:C =  PEEK
   (P)
7657  POKE P,DP(I)
7660  NEXT :FU = FU - 3: RETURN
7700  REM  MOVER SOUND
```

Continue typing on the next page.

7-c Continued

```
7705 FR = 1:DU = 5: GOSUB 6850: RETURN
7800  REM  BONUS SOUND
7805  FOR I = 1 TO 12:DU = 10:FR = 200: GOSUB
    6850: NEXT : RETURN
8500  REM  EVERY INIT
8525 VX = 18:VY = 11:H = VX:V = VY: GOSUB 690
   0:VP = P
8530  FOR I = 1 TO 4:TP(I) = TE(I): NEXT
8565 MB = 0:ER = 160
8585  HOME
8590  GOTO 1500
8600  REM  FIRST INIT
8605  GOSUB 6500: GOSUB 6800
8610 FU = 200:DI = 500
8620  DIM AS(40),TE(4),TP(4),DP(10),TV(4),TH(
   4),EH(4),EV(4)
8640  DATA   3,3,35,3,3,20,35,20
8645  FOR I = 1 TO 4: READ TH(I): READ TV(I)
8646 EH(I) = TH(I):EV(I) = TV(I)
8647 H = TH(I):V = TV(I): GOSUB 6900:TE(I) =
   P: NEXT
8650  GOSUB 4000: GOSUB 6000
8690  GOTO 8500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 97.

RADIO SHACK
COLOR COMPUTER
GAME PROGRAM

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

1-a

```
100 REM ARCADE EXPLORERS GAME 2
110 REM REVENGE OF THE RASTER GANG
120 REM (C) 1985 SETH MCEVOY & LAURE SMITH
130 REM PUBLISHED BY DELL BOOKS, INC.
140 CLEAR 1000:GOTO 8600
150 REM TYPE 'POKE 25,6:NEW' FIRST!
1000 REM RIVERS OR TUNNELS
1100 GOSUB 4500:RETURN
```

1-b

```
100 REM ARCADE EXPLORERS GAME 2
110 REM REVENGE OF THE RASTER GANG
120 REM (C) 1985 SETH MCEVOY & LAURE SMITH
130 REM PUBLISHED BY DELL BOOKS, INC.
140 CLEAR 1000:GOTO 8600
150 REM TYPE 'POKE 25,6:NEW' FIRST!
1000 REM RIVERS OR TUNNELS
1300 GOSUB 4700:RETURN
```

1-c

```
1500 REM MAIN LOOP
1505 EF=0
1507 Q$=INKEY$:IF Q$<>"" THEN GOSUB 2000
1510 GOSUB 2500:REM SCROLL
1530 GOSUB 2700:REM HERO MOVE
1540 GOSUB 5500:REM NEGABEASTS
1550 Q=PEEK(65280):IF Q-127 AND Q-255 THEN G
   OSUB 3000
1570 IF ER<>96 THEN GOSUB 2900
1580 IF EF<>0 THEN 6600
1590 GOTO 1500
1600 REM RANDOM Y/N
```

1-c Continued

```
1605 YN=0:IF RND(10)>RN THEN YN=1:RETURN
1700 REM RANDOM COL
1705 CL=RND(31):RETURN
1900 REM CHANGE SCREEN
1905 FORY=1TO3:SOUND200,3:SOUND255,3:NEXT:RE
   TURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 20.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

2-a

```
2000 REM JUMP OR BLAST ROCKS
2100 GOSUB 7500:RETURN
```

2-b

```
2000 REM JUMP OR BLAST ROCKS
2300 GOSUB 7600:RETURN
```

2-c

```
2500 REM UPDATE STRING
2505 FORI=1TO32:AS(I)=32:NEXT
2510 GOSUB 1000
2520 GOSUB 3700
2600 REM MAKE EROCKS
2610 FORI=1TO2
2615 GOSUB 1700:AS(CL)=64:NEXT
2640 RN=1:GOSUB 1600:IF -YN THEN 2660
2650 GOSUB 1700:AS(CL)=80
2660 GOSUB 3500:RETURN
2700 REM VIBROVAN MOVE
2705 MX=0:MY=0
2707 IF FU<1 THEN 2735
2710 PH=JOYSTK(0):PV=JOYSTK(1)
2715 IF PV<16 THEN MY=-1
2720 IF PV>45 THEN MY=1:GOSUB 2790
2725 IF PH<16 THEN MX=-1
2730 IF PH>45 THEN MX=1
2732 IF ABS(MX)+ABS(MY)<>0 THEN GOSUB 7700:F
   U=FU-1
2735 POKE VP-TH,ER
2740 VX=VX+MX:VY=VY+MY
2745 IF VX<1 OR VX>31 THEN 2760
2750 IF VY<2 OR VY>13 THEN 2760
```

2-c Continued

```
2752 VP=SC+VX+VY*TH:ER=PEEK(VP):GOTO 2765
2760 VX=VX-MX:VY=VY-MY:GOTO 2700
2765 IF ER=96 THEN SP=0
2770 POKE VP,159:RETURN
2790 TT=ER:ER=PEEK(VP):IF ER=125 OR ER=79 TH
   EN ER=TT:RETURN
2795 GOSUB 2900:ER=TT:RETURN
2900 REM COLLISIONS
2905 IF ER=64 THEN GOSUB 5000
2910 IF ER=125 THEN GOSUB 4600
2915 IF ER=79 THEN GOSUB 4750
2920 IF ER=13 THEN FU=FU-2
2925 IF ER=23 AND SP=0 THEN EF=3
2930 IF ER=80 THEN SA=20:GOSUB 7800:GOSUB 70
   00
2935 IF ER=94 THEN SP=1:GOSUB 7800
2940 IF ER=175 THEN EF=2
2945 IF ER=96 THEN SP=0
2990 RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 36.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

3-a

```
3000 REM DROP BOMBS OR SHOOT NEGABEASTS
3100 GOSUB 5700:RETURN
```

3-b

```
3000 REM DROP BOMBS OR SHOOT NEGABEASTS
3300 GOSUB 5800:RETURN
```

3-c

```
3500 REM PRINT LINE
3505 DI=DI-1:IF DI<1 THEN 6700
3507 PRINT@448,"";
3510 FORI=1TO32:PRINT CHR$(AS(I));:NEXT
3530 PRINT" FUEL";FU;" TIME";DI;" TURNS";LV
3540 RETURN
3600 REM CREATE BIG OB SEGMENT
3605 LB=RND(5)+2
3610 GOSUB 1700
3615 IF CL<8 OR CL>23 THEN 3610
3620 MB=1:CB=CL:RETURN
3650 REM CREATE BIG SEGMENT
3655 WB=RND(3)+2
3660 FORI=CB-WB TO CB+WB
3665 AS(I)=BB:NEXT:MB=MB+1
3675 IF BB=109 OR MB>2 THEN RETURN
3680 AS(CB)=94:RETURN
3700 REM BIG OBJECTS
3705 IF MB>0 THEN 3720
3710 RN=2:GOSUB 1600
3715 IF -YN THEN RETURN
3717 GOSUB 3600
3720 IF LB-MB<=0 THEN MB=0:RETURN
```

3-c Continued

```
3725 GOSUB 3650:RETURN
3800 REM STUN SOUND
3805 FORZ=9TO1STEP-1:SOUNDZ*10+10,1:NEXT:RET
   URN
3900 REM RIVER NOISE
3905 FORZ=1TO5:SOUND255-5*Z,3:NEXT:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 51.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

4-a

```
4000 REM MOUNTAINS OR LAKES
4100 BB=109:RETURN
```

4-b

```
4000 REM MOUNTAINS OR LAKES
4300 BB=119:RETURN
```

4-c

```
4500 REM RIVERS
4505 IF RND(10)>3 THEN RETURN
4510 GOSUB 1700:RL=RND(10)+4
4515 CL=CL+2:IF RL+CL>29 THEN 4510
4520 FORI=CL TO CL+RL
4525 AS(I)=61:NEXT:RETURN
4600 REM RIVER MOVE
4605 GOSUB 3900
4610 POKE VP,ER
4615 RN=5:GOSUB 1600
4620 FL=1:IF YN=1 THEN FL=-1
4625 IF PEEK(VP+FL)<>125 THEN FL=-FL
4630 VP=VP+FL:VX=VX+FL
4635 IF PEEK(VP+FL)=125 THEN 4630
4640 VP=VP+FL:VX=VX+FL:ER=96
4645 POKE VP,159:RETURN
4700 REM TUNNELS
4710 IF RND(10)>3 THEN RETURN
4720 GOSUB 1700:IF CL>29 THEN CL=29
4730 AS(CL)=79:RETURN
4750 REM TUNNEL MOVE
4752 GOSUB 3900
4755 POKE VP,79:RN=4
4760 GOSUB 4790:MX=JP:GOSUB 4790:MY=JP
```

4-c Continued

```
4765 P=SC+VX+MX+TH*(VY+MY)
4767 IF PEEK(P)<>96 THEN 4760
4768 IF VX+MX>31 OR VX+MY<1 THEN 4760
4769 IF VY+MY>13 OR VY+MY<2 THEN 4760
4770 VX=VX+MX:VY=VY+MY
4772 VP=P:ER=96:POKE VP,159:RETURN
4790 JP=INT((RND(RN)+2)*(RND(3)-2)):RETURN
4800 REM ELECTRO SOUND
4805 FORY=5TO1STEP-1:SOUND 30*Y,1:NEXT:FORY=
   1TO5:SOUND20*Y,1:NEXT:RETURN
4900 REM GET NEGABEAST SOUND
4905 FORY=1TO10:SOUND50,1:SOUND200,1:NEXT:RE
   TURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 64.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

5-a

```
5000 REM ROCKS ADD MIN OR LOSE TURN
5100 DI=DI+10:RETURN
```

5-b

```
5000 REM ROCKS ADD MIN OR LOSE TURN
5300 EF=1:RETURN
```

5-c

```
5500 REM MOVE NEGABEASTS
5505 FORI=1TO4:TF=0:PF=0
5510 IF PEEK(TP(I)-TH)=175 THEN 5512
5511 TV(I)=EV(I):TH(I)=EH(I):TP(I)=TE(I):GOS
   UB 5600
5512 POKE TP(I)-TH,96
5520 XD=0:YD=0
5525 AX=ABS(VX-TH(I)):AY=ABS(VY-TV(I))
5527 IF AX>AY THEN 5550
5528 PF=1
5530 IF TV(I)>VY THEN YD=-1:GOTO 5560
5540 YD=1:GOTO 5560
5550 IF TH(I)<VX THEN XD=1:GOTO 5560
5555 XD=-1
5560 C=SC+TH(I)+XD+TH*(TV(I)+YD):TF=TF+1
5562 IF PEEK(C)=159 THEN EF=2:GOTO 5570
5563 IF PEEK(C)=58 THEN TV(I)=EV(I):TH(I)=EH
   (I):C=TE(I):GOSUB 3800:GOTO 5570
5564 IF SE=1 THEN 5570
5565 IF PEEK(C)<>96 THEN 5590
5570 TP(I)=C:POKE C,175
5575 TV(I)=TV(I)+YD:TH(I)=TH(I)+XD
5580 NEXT:RETURN
5590 IF TF>1 THEN 5580
```

5-c Continued

```
5592 IF PF=0 THEN 5528
5595 GOTO 5550
5600 REM CREATE BEAST
5605 IF PEEK(TP(I))=159 THEN EF=2
5610 POKE TP(I)-TH,175:RETURN
5700 REM DROP BOMBS
5705 GOSUB 4900
5710 FORI=1TO3:FORJ=1TO3
5720 IF I=2 AND J=2 THEN 5730
5723 C=VP+I-2+TH*(J-2):IF PEEK(C)<>96 THEN 5
   730
5725 POKE C,58
5730 NEXT:NEXT:FU=FU-3:RETURN
5800 REM SHOOT NEGABEASTS
5805 GOSUB 4900
5810 FORI=1TO5
5820 DP(I)=VP+TH*(I-3)
5825 DP(I+5)=VP+I-3:NEXT
5830 FORI=1TO10
5835 IF PEEK(DP(I))=175 THEN POKE (DP(I)),96
   :GOSUB 3800
5840 IF PEEK(DP(I))=96 THEN POKE DP(I),34
5845 NEXT:FORI=1TO200:NEXT
5847 FORI=10TO1STEP-1
5850 IF PEEK(DP(I))=34 THEN POKE DP(I),96
5855 NEXT:FU=FU-3:RETURN
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 77.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

6-a

```
6000 REM STRONG BEASTS OR LESS TURNS
6100 SE=1:LV=5:RETURN
```

6-b

```
6000 REM STRONG BEASTS OR LESS TURNS
6300 SE=0:LV=10:RETURN
```

6-c

```
6500 REM OPENING
6505 CLS:PRINT"READ THE BOOK FOR INSTRUCTION
   S!"
6510 PRINT"OBJECTS ON THE COURSE:"
6515 PRINT:PRINT CHR$(159);" VIBROVAN"
6517 PRINT:PRINT CHR$(64);" ELECTROROCK  ";C
   HR$(175);" NEGABEAST"
6525 PRINT:PRINT "= RIVER   0 TUNNEL"
6530 PRINT:PRINT "m MOUNTAIN  w LAKE"
6535 PRINT:PRINT "P POWER STATION  ";CHR$(94
   );" UNIBOAT"
6540 PRINT:PRINT"PRESS ANY KEY"
6550 RN=RN-1:IF INKEY$="" THEN 6550
6560 RN=RND(RN)
6590 CLS:RETURN
6600 REM LOSE TURN
6605 GOSUB 1900
6610 CLS:PRINT"YOU LOSE A TURN"
6612 IF EF=1 THEN X$="YOU HIT AN ELECTROROCK
   !"
6614 IF EF=2 THEN X$="A NEGABEAST GOT YOU!"
6616 IF EF=3 THEN X$="BLUB! YOU DROWNED!"
6620 PRINT:PRINT X$
```

6-c Continued

```
6640 LV=LV-1:IF LV<1 THEN 6750
6645 PRINT:PRINT"YOU HAVE";LV;"TURNS LEFT"
6650 PRINT:PRINT"PRESS ANY KEY"
6655 IF INKEY$="" THEN 6655
6660 GOTO 8500
6700 REM YOU WIN
6705 FORK=1TO3:GOSUB 4800:NEXT
6710 CLS:PRINT:PRINT"YOU WON THE GAME!"
6720 PRINT:PRINT"YOUR FINAL SCORE:"
6725 PRINT:GOSUB 3530
6730 PRINT:PRINT"PRESS ANY KEY"
6735 IF INKEY$="" THEN 6735
6740 RUN
6750 REM YOU LOSE
6755 PRINT:PRINT"YOU LOST THE GAME!":GOTO 67
   20
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 84.

TYPE SEGMENT A OR B, THEN TYPE SEGMENT C.

7-a

```
7000 REM MORE FUEL OR LESS MIN
7100 FU=FU+SA:RETURN
```

7-b

```
7000 REM MORE FUEL OR LESS MIN
7300 DI=DI-SA:RETURN
```

7-c

```
7500 REM JUMP OVER ROCKS
7505 GOSUB 4800
7510 P = VP+3*TH:IF PEEK(P)<>96 THEN RETURN
7515 IF VY>11 THEN RETURN
7530 POKE VP,96
7550 VP=P:VY=VY+3
7555 POKE VP,159:FU=FU-3:RETURN
7600 REM SHOOT ROCKS
7610 FORI=1TO3
7620 P=VP+I*TH:C=PEEK(P)
7625 IF C=64 THEN C=96:GOSUB 3800
7630 DP(I)=C:POKE P,46
7640 NEXT:GOSUB 4800
7645 FORJ=1TO50:NEXT
7650 FORI=3TO1STEP-1
7655 P=VP+I*TH:C=PEEK(P)
7657 POKE P,DP(I)
7660 NEXT:FU=FU-3:RETURN
7700 REM MOVER SOUND
7705 SOUND1,1:RETURN
7800 REM BONUS SOUND
7805 FORY=1TO7:SOUND150,1:NEXT:RETURN
```

7-c Continued

```
8500 REM EVERY INIT
8525 VX=14:VY=7:VP=SC+VX+VY*TH
8530 FORI=1TO4:TP(I)=TE(I):NEXT
8565 MB=0:ER=96
8585 CLS
8590 GOTO 1500
8600 REM ONE TIME INIT
8605 IF PEEK(25)<>6 THEN PRINT"PLEASE TYPE
   POKE 25,6:NEW'":STOP
8610 FU=200:DI=500:GOSUB 6500
8615 SC=1024:TH=32
8620 DIM AS(40),TE(4),TP(4),DP(10),TV(4),TH(
   4),EH(4),EV(4)
8640 DATA 2,2,28,2,2,12,28,12
8645 FORI=1TO4:READ TH(I):READ TV(I)
8646 EH(I)=TH(I):EV(I)=TV(I)
8647 TE(I)=SC+EH(I)+32*EV(I):NEXT
8650 GOSUB 4000:GOSUB 6000
8690 GOTO 8500
```

WHEN YOU HAVE FINISHED TYPING,
CONTINUE READING ON PAGE 97.

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